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NEW INDUCEMENTS

0-2 (IN)FAMOUS COACHING STAFF PRICE VARIES, AVAILABLE TO VARIOUS TEAMS

Although most Blood Bowl celebrities are players, with the occasional ref thrown in for good measure, there are several well-known members of coaching staff around the circuit. From choreography directors for the cheerleading squad, to financial specialists who will deal with bribing the officials, there is almost no limit to the helpful hangers-on that linger around Blood Bowl stadia, hoping to find employment with a coach daft enough to believe their claims. Consequently, many a team will experiment with all manner of temporary coaching staff, hoping to get something useful from the deal.

However, and perhaps contrary to expectations, some of these specialist experts do actually have some useful knowledge to impart or skills to share. Many of these individuals have become minor celebrities in their own right in recent years, becoming regular interviewees on Cabalvision! Though it must be said, most such interviews only happen when the players themselves are refusing to speak to the press...

(In)Famous Coaching Staff are available to purchase during the pre-game sequence at the cost listed. You may purchase up to two (In)Famous Coaching Staff who are allowed to assist your team.

It is possible for both teams to hire the services of the same named (In)Famous Coaching Staff:

- If this happens during a game that is part of a league, neither team can use the (In)Famous Coaching Staff but the (In)Famous Coaching Staff will keep both hiring fees.
- If this happens during exhibition play, both teams can use the (In)Famous Coaching Staff – one team has clearly hired a ringer!

0-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: KARI COLDSTEEL

50,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH EITHER THE 'ELVEN KINGDOMS LEAGUE', 'LUSTRIAN SUPERLEAGUE', 'OLD WORLD CLASSIC' OR 'WORLDS EDGE SUPERLEAGUE' SPECIAL RULES

One of the most well-known games of 2477 was between the Asgard Ravens and the Lowdown Rats. The Ravens players, who were taking part in the ongoing strikes over a salary dispute, refused to leave the dugout at the start of play. Their head coach was close to despair – the team was having a bad season already and conceding the game was out of the question. In desperation, he turned to the team's cheerleading squad, who were more than happy to take to the pitch for a change. History was made that day, and they achieved an impressively-bloody 3-1 victory, sending over half of the Rats to the casualty box.

Although the cheerleaders returned to their normal duties after the game, several of them got a taste for playing, none more so than Kari Coldsteel. She tendered her resignation the same day, then spent the next decade playing for a number of minor league teams. In 2491 she retired from active play and returned to cheerleading, letting out her services to teams whose squads might be in need of a little encouragement. Of course, no one ever truly retires from Blood Bowl, and she has been known to step in and help out her team if they're losing. The refs don't seem to mind – and neither do the fans!

"IF YOU WANT A JOB DONE..."

Kari counts as two Temp Agency Cheerleaders. In addition, if her team cannot set up 11 players at the start of a drive, Kari may decide to "show 'em how it's done!". Her team's coach can choose to set her up as part of the team. If they do so, she counts as part of the team for the duration of the drive, and no longer counts as two Temp Agency Cheerleaders. When the drive ends, Kari is Sent-off. You cannot Argue the Call or use a Bribe to prevent this. She will play no further part in the game – she does not count as any Temp Agency Cheerleaders, and she cannot be used in a later drive.

	MA	ST	AG	PA	AV
Kari Coldsteel	6	2	3+	5+	8+
Skills & Traits	Block, Dauntless, Frenzy, Loner (4+)				



0-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: PAPA SKULLBONES

**80,000 GOLD PIECES, AVAILABLE TO ANY TEAM
WITH EITHER THE 'FAVoured OF...' OR
'UNDERWORLD CHALLENGE' SPECIAL RULES**

Although the official religion of Blood Bowl is Nufflism, any number of other (arguably lesser) gods are worshipped by its many and diverse players, officials and fans. Followers of the Chaos gods, in particular, seem drawn to the sport – it must be something to do with the non-stop bloodshed and the fans' ritualistic chanting!

Any number of so-called Shamans are active on the circuit at one time, offering their services to teams who require guidance, but few are as successful as Papa Skullbones. The secret to his success, the thing that sets him apart from so many of his contemporaries, is simple: showmanship! From his larger-than-life attire to the spine-tingling rumble of his voice, his entire persona has been expertly crafted to convey the sort of otherworldly gravitas that is expected of a priest of the Dark Gods. He gets results, too; as well as making impressive pre-game displays, his rituals do indeed seem to attract the gods' attention, and a blessing from Papa Skullbones is often enough to ensure a team's success.

0-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: GALANDRIL SILVERWATER

**40,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH
THE 'ELVEN KINGDOMS LEAGUE' SPECIAL RULE**

For several decades, there has been one name regarded above all others in the field of cheerleading: Galandril Silverwater. From lowly beginnings as an assistant seamstress for the Tiranoc Titans, she gradually advanced through a number of supporting roles until she was recruited to the team's cheerleading squad in 2448 and became an overnight sensation.

The following decades were a whirlwind of fame and fortune for Galandril; as well as being an exceptionally-talented dancer, overflowing with charisma, she had a small amount of innate magical ability which she put to use in creating breathtaking half-time displays. She changed teams a few times until she accepted a long-term contract with the Elfheim Eagles for an incredible sum of money – more than most professional players, let alone cheerleaders. In 2487, she decided to step back from front-line duties ("leave that to the two-hundred year olds," she quipped in a Spike! Magazine interview) to spend more time working on her ongoing series of memoirs. She still makes her services available to teams whose cheer squads could use a little extra pep, but it's clear that she does it for the love of the sport rather than the money – after all, it's rumoured that she has enough squirrelled away to buy out the Blood Bowl tournament five times over!

"BY THE POWER OF THE GODS!"

At the start of each drive, after the teams have been set up but before the kick-off, Papa Skullbones can attempt to bless one player on his team (not a Mercenary or Star Player) with the power of the Chaos gods. Choose a player on your team from among those on the pitch, and roll a D8 on the table below. Any Skills gained are kept until the end of the drive; if the player already has both Skills, "By the Power of the Gods!" has no effect on them. A player cannot be chosen if a roll has already been made for them during this game.

"BY THE POWER OF THE GODS!"

D8 RESULT

- 1 Unworthy:** The player is struck down. The player is immediately removed from play and placed in the Knocked-out box of their team dugout.
- 2 Overlooked:** The chosen player is overlooked by the fickle gods. Randomly select another player from the same team, excluding players not on the pitch and players for whom a roll on this table has already been made, and roll on this table again.
- 3 Freakish Proportions:** The player gains the Big Hand and Very Long Legs skills.
- 4 Grasping Tendrils:** The player gains the Tentacles and Prehensile Tail skills.
- 5 Horrific Visage:** The player gains the Disturbing Presence and Foul Appearance skills.
- 6 Grisly Bifurcation:** The player gains the Extra Arms and Two Heads skills.
- 7 Thorny Protrusions:** The player gains the Claws and Horns skills.
- 8 Favour of the Gods:** The player gains two Skills of your choice, chosen from the Mutations category.

"GO TEAM!"

Each time Galandril's team rolls Cheering Fans on the Kick-off Event table, add D3 to the number of cheerleaders the team has – if the team does not have any cheerleaders, it counts as having one. In addition, each time Galandril's team makes a roll on the Prayers to Nuffle table, if a natural 15 or 16 is rolled on the D16 (or, if a D8 is being rolled as in exhibition play, if a natural 8 is rolled), the team gains an additional team re-roll.

0-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: KROT SHOCKWHISKER

**70,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH
THE 'UNDERWORLD CHALLENGE' SPECIAL RULE**

Although many perceive Skaven to be little more than a horde of verminous pests, their culture has many merits. While there is no doubt that they are vicious, cannibalistic and spiteful, they are also masters of engineering and flesh-crafting, to a degree that other races could not hope to achieve.

Entire clans dedicate themselves to the singular pursuit of advancement in these fields, and their work – while often grotesque and terrifying – shows undeniable genius. Krot Shockwhisker is particularly skilled in the melding of flesh and technology, having spent many years studying and replicating the best of his peers' creations. To finance his experiments, he offers his services to teams who do not ask questions. Fallen players are brought to his specially-equipped corner of the dugout, and he sets to work...

"A NEW PLAYTHI... ER, PATIENT!"

Once per game, during Step 2 of the End of Drive sequence, Krot can experiment on a player who has been removed from play as a Casualty, in an attempt to get them back out there. Choose a player that is in the Casualty box of Krot's team dugout (not a Mercenary or a Star Player). This may even be a player that has suffered a Casualty table result of 15-16, DEAD. Roll a D6 on the table opposite and apply the result to the chosen player.

"A NEW PLAYTHI... ER, PATIENT!"

D6 RESULT

- 1** *There Were... Complications:* The player's condition has worsened. The coach of the opposing team rolls on the Casualty table to determine exactly what has happened to the player. The result of this roll is applied immediately, in addition to any other Casualty table results already applied. Note that multiple Miss Next Game results do not stack.
- 2-3** *Useless Flesh-thing!* Krot's tinkering has no effect and the player remains in the Casualty box.
- 4-5** *Flawed Execution:* The player is returned to the Reserves box and can be set up with the rest of the team. However, until the end of the next drive, they gain the Really Stupid (4+) trait. If they already have the Really Stupid (4+) trait, it is replaced with the Really Stupid (5+) trait. At the end of this drive, the player is returned to the Casualty box, where the effects of the Casualty roll that was previously made against them are applied as normal.
- 6** *Witness Perfection!* The player is returned to the Reserves box and can be set up with the rest of the team. At the end of this drive, the player is returned to the Casualty box, where the effects of the Casualty roll that was previously made against them are applied as normal.

0-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: AYLEEN ANDAR

100,000 GOLD PIECES, AVAILABLE TO ANY TEAM

Talent scouts have become a major part of modern Blood Bowl. These expert assessors of rookie talent travel the world far and wide, sometimes in packs, seeking out those young players that show the most ability and hoping to snap them up on behalf of their employer before an unscrupulous agent does!

Ayleen Andar is a talent scout of particular note and in high demand with coaches and team owners alike. Ayleen scours the Old World from end to end, tracking down only the best young players. In her time, she's found some of the most renowned players on the circuit and given them their big break. True, talent scouts travel a lot and have to witness some truly terrible Blood Bowl being played, but as Ayleen always says: "Claiming one's expenses back from the client more than makes up for it!"

"THIS KID HAS REAL POTENTIAL!"

If your team took on any Journeymen during Step 3 of the pre-game sequence, Ayleen will ensure that they are the best, and all are eager to impress!

Roll a D6 for each, applying a -1 modifier to the roll for each Journeyman taken on:

- On a roll of 1 or less, the Journeyman is a team player, but doesn't show any particular talent. The Journeyman loses the Loner (4+) trait.
- On a roll of 2-5, the Journeyman has some potential. The Journeyman gains a single randomly selected Skill from one of their Primary skill categories.
- On a roll of 6, Ayleen has produced a player with real star quality! The Journeyman gains two randomly selected Skills from one of their Primary skill categories.

Each Journeyman counts towards CTV as normal; their value does not increase for any Skills they may have. Journeymen provided by Ayleen may be permanently hired during Step 4 of the post-game sequence as normal, but doing so will cost an additional 10,000 gold pieces per Skill.

**0-1 (IN)FAMOUS COACHING STAFF
INDUCEMENT: PROFESSOR FRÖNKELHEIM**

**130,000 GOLD PIECES, AVAILABLE TO ANY TEAM
WITH THE 'SYLVANIAN SPOTLIGHT' SPECIAL RULE**

Where most Necromancers are quiet and reserved sorts who enjoy nothing more than rooting around in graveyards and mausoleums looking for raw materials on which to practice their craft, some are distinctly larger-than-life characters who just seem destined to attract attention and controversy!

Professor Frönkelheim is such a character. Formerly a lecturer at the University of Altdorf, the good professor has been hounded out of more towns ahead of an angry, torch-wielding mob than a Halfling has had hot dinners. A student of anatomy, Frönkelheim gained notoriety for his experiments in performance-enhancing surgery. Believing he could use the discarded parts of deceased players to improve others, Frönkelheim soon discovered that the people of the Empire weren't so keen on such strange science. Having his laboratory burned down led the professor to suspect that ordinary people lacked vision. Having another two dozen or so burned down since then has made him certain! These days, Frönkelheim resides somewhere in Sylvania, where the locals are more accepting of his peculiar ways, and funds his research by... modifying players for local Blood Bowl teams.

"HAVE YOU THOUGHT ABOUT AN UPGRADE?"

During the pre-game sequence, after Step 4 but before Step 5, randomly select D3 players on your team that are eligible to play during this game. These players have been modified by the professor.

Until the end of this game, each selected player gains a single randomly selected Skill from the Mutations category. However, at the start of Step 3 of the post-game sequence, roll a D6 for each of these players (unless they suffered, and did not recover from, a Casualty table result of 15-16, DEAD during the game):

- On a roll of 1, the experiment proves a bit of a failure, really. The player immediately loses the Skill. In addition, the player must miss the next game, exactly as if they had suffered a Casualty table result of 7-9, Seriously Hurt, during this game.
- On a roll of 2-5, the experiment proved only a short-lived success. The player immediately loses the Skill.
- On a roll of 6, the professor's experiments have proven a total success! The player retains the Skill without having to spend any SPP (note that you must adjust their Current Value accordingly, as if the player had randomly selected a Secondary skill).

**0-1 (IN)FAMOUS COACHING STAFF
INDUCEMENT: MUNGO SPINECRACKER**

**80,000 GOLD PIECES, AVAILABLE TO ANY TEAM
WITH EITHER THE 'BADLANDS BRAWL', 'OLD WORLD
CLASSIC' OR 'UNDERWORLD CHALLENGE'
SPECIAL RULES**

Sports physiotherapy is a relatively new science in the world of Blood Bowl, though calling such a brutal practice a 'science' might be stretching the meaning of the word to breaking point, which, coincidentally, is a rather fine description of what practitioners do to their patients!

The practice was developed, almost by accident, in the Badlands by Orcs who found that many injuries involving dislocated joints could be fixed with the application of brute force. In fact, the mere threat of carefully-applied brutality was found to be a wonderful motivator for all but the most hopelessly unconscious of players. The threat of being ministered to by a trained expert in physical terror can make most common ailments simply disappear!

Mungo Spinecracker is a renowned expert in the field, an Orc that has honed his natural ability to inflict pain on a body to an art form. Amongst Mungo's most well-known and feared techniques are numerous moves that would be more at home in a wrestling match than a sick bay. But it is Mungo's patented 'firm sports massage' that most terrifies his patients. Mungo is always quick to defend his methods, of course, claiming that savagely punching and kicking a prone patient "gets da blood pumpin'", and that, should the gurney collapse, the sudden shock "rebalances da humours"!

"I'M FINE THANKS, MUNGO!"

Whenever a player on your team suffers an Injury result of 8-9, KO'd (or of 7-8, KO'd on the Stunty Injury table), you may roll a D6 before removing them from play:

- On a roll of 1, the player's protestations fall upon deaf ears and Mungo 'treats' his patient. The player becomes a casualty and is immediately removed from play and placed in the Casualty box of their team dugout. No Casualty roll is made. Instead, a Badly Hurt result is automatically applied against them.
- On a roll of 2-4, the player is badly pummelled but suffers neither lasting harm nor noticeable benefit. The player is removed from play and placed in the Knocked-out box of your team dugout as normal.
- On a roll of 5 or 6, the player regains their senses remarkably quickly and is able to fend off the ministrations of the Orc. The player remains on the pitch and becomes Stunned.

0-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: FINK DA FIXER

90,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH EITHER THE 'BADLANDS BRAWL' OR 'UNDERWORLD CHALLENGE' SPECIAL RULES

"YOU GOT IT, BOSS!"

Once per game, when your team uses a Bribe, you may re-roll the D6 to see if the Bribe is effective. In addition, when rolling on the Argue the Call table, a coach who has hired Fink treats a roll of 5 or 6 as a "Well, When You Put It Like That..." result and a roll of 2-4 as an "I Don't Care!" result. However, on a "You're Outta Here!" result, Fink is Sent-off along with the coach and will play no further part in the game.

0-1 WIZARD

PRICE VARIES, AVAILABLE TO VARIOUS TEAMS

No team may purchase more than one Wizard Inducement per game.

Some Wizards are named, although most are not. It is possible for both teams to hire the services of the same named Wizard:

- If this happens during a game that is part of a league, neither team can use the named Wizard but the named Wizard will keep both hiring fees.
- If this happens during exhibition play, both teams can use the named Wizard – one team has clearly hired a ringer!

If a Wizard Inducement is not named, there is no restriction on both teams fielding the same type.

0-1 WIZARD INDUCEMENT: CHAOS SORCERER

150,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH EITHER THE 'FAVOURED OF...' OR 'UNDERWORLD CHALLENGE' SPECIAL RULES

Once per game, a Chaos Sorcerer may cast one of the following spells:

THUNDERBOLT

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player has been hit by the Thunderbolt.
- On a roll of 1 or 2, the player manages to duck or dodge the attack.

A Standing player hit by a Thunderbolt is Knocked Down. When a player is Knocked Down by a Thunderbolt, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

0-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: SCHIELUND SCHARLITAN

90,000 GOLD PIECES, AVAILABLE TO ANY TEAM

"I'LL MAKE YOU A STAR!"

During the pre-game sequence, after Step 4 but before Step 5, randomly select D3 players on your team that are eligible to play during this game. These players have been approached by Scharlitan, and his interest is having a noticeable effect on their attitude!

Until the end of this game, each selected player gains the Pro skill. However, at the start of Step 3 of the post-game sequence, roll a D6 for each of these players (unless they suffered, and did not recover from, a Casualty table result of 15-16, DEAD during the game):

- On a roll of 1, that player has begun to act like they are the next big thing. The agent tires of his client and drops them, but the exposure has gone to their head. The player gains the Loner (2+) trait.
- On a roll of 2-5, the agent simply drops the player from his books. They might be disappointed, but they'll get over it.
- On a roll of 6, the agent tires of his client and drops them, but the exposure has been good for them. The player permanently retains the Pro skill without having to spend any SPP (note that you must adjust their Current Value accordingly, as if the player had chosen a Primary skill).

RAMPANT MUTATION

You may cast this spell at the start of any of the opposition's team turns. Choose a player on your team from among those on the pitch, and roll a D6:

- On a roll of 2+, until the end of this drive that player gains two Mutation skills of your choice.
- On a roll of 1, the player becomes a writhing mass of flesh as raw chaos energy flows through them momentarily. The player gains the Disturbing Presence skill until the end of this drive.

0-1 WIZARD INDUCEMENT: DRUCHII SPORTS SORCERESS

150,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH EITHER THE 'ELVEN KINGDOMS LEAGUE' OR 'FAVOURED OF...' SPECIAL RULES

The Dark Elves are a race steeped in magic, yet the vast majority of Dark Elf magic users are female, belonging to an ancient cabal founded by the infamous mother of the Druchii king. Rumour has it that the dark arts practiced by these potent mages are actually derived from the favour of the Chaos god Slaanesh, granting their power a far more sinister nature than the wholesome high magic practiced by the Wizards of Ulthuan. Whatever the source of their magical might, the Dark Elves have never been shy to use it to their benefit on the Blood Bowl pitch, be it within the tight guidelines laid down by the Colleges of Magic, or in more subtle, underhanded ways such as the micro-spells the Darkside Cowboys are reported to utilise.

Once per game, a Druchii Sports Sorceress may cast one of the following spells:

0-1 WIZARD INDUCEMENT: ASUR HIGH MAGE 150,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH THE 'ELVEN KINGDOMS LEAGUE' SPECIAL RULE

Once per game, an Asur High Mage may cast one of the following spells:

TEMPORAL DISTORTION

You may cast this spell immediately after any of the opposition's team turns has ended. Magical energy fills the stadium, causing the passage of time to slow down or speed up as the High Mage wishes.

You may attempt to move both teams' turn markers forwards or backwards one space, effectively causing both teams to gain an extra turn this half or lose one of the remaining turns. Both turn markers must move in the same direction. Declare whether you wish to move the turn markers forwards one space or backwards one space and roll a D6:

- On a roll of 5+, the spell is successful and the turn markers are moved.
- On a roll of 1-4, the stadium fills with light and the strangely localised effects cause the High Mage to rapidly age or become unexpectedly more youthful, but otherwise the spell has no effect.

THUNDERBOLT

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player has been hit by the Thunderbolt.
- On a roll of 1 or 2, the player manages to duck or dodge the attack.

A Standing player hit by a Thunderbolt is Knocked Down. When a player is Knocked Down by a Thunderbolt, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

ONE THOUSAND CUTS

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. Target any opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player is hit by a swirling storm of incorporeal dark magic.
- On a roll of 1 or 2, the magic engulfs the player briefly before the spell dissipates harmlessly.

Until the end of this drive, the MA, ST, and AG characteristics of a player hit by One Thousand Cuts are reduced by 1.

THUNDERBOLT

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player has been hit by the Thunderbolt.
- On a roll of 1 or 2, the player manages to duck or dodge the attack.

A Standing player hit by a Thunderbolt is Knocked Down. When a player is Knocked Down by a Thunderbolt, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

0-1 WIZARD INDUCEMENT: SLANN MAGE-PRIEST

**200,000 GOLD PIECES, AVAILABLE TO ANY TEAM
WITH THE 'LUSTRIAN SUPERLEAGUE' SPECIAL RULE**

Once per game, a Slann Mage-priest may cast one of the following spells:

TEMPORAL DISTORTION

You may cast this spell immediately after any of the opposition's team turns has ended.

You may attempt to move both teams' turn markers forwards or backwards one space, effectively causing both teams to gain an extra turn this half or lose one of the remaining turns. Both turn markers must move in the same direction. Declare whether you wish to move the turn markers forwards one space or backwards one space and roll a D6:

- On a roll of 5+, the spell is successful and the turn markers are moved.
- On a roll of 1-4, the stadium fills with light and the strangely localised effects cause the Mage-priest to suddenly develop a few more warts and wrinkles, but otherwise the spell has no effect.

0-1 WIZARD INDUCEMENT: HORTICULTURALIST OF NURGLE

**150,000 GOLD PIECES, AVAILABLE TO ANY TEAM
WITH EITHER THE 'FAVOURED OF NURGLE' OR
'UNDERWORLD CHALLENGE' SPECIAL RULES**

Once per game, a Horticulturalist of Nurgle may cast one of the following spells:

VIGOROUS GROWTH

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. For the duration of this team turn, there is a -2 modifier applied to the dice roll every time an opposition player attempts to Rush.

Note that this modifier applies alongside any other modifiers that apply to attempts to Rush.

STRANGE FLORA

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Choose an empty target square anywhere on the pitch and nominate D3 Standing opposition players that are within two squares of the target square. Roll a D6 for each nominated player:

- On a roll of 3+, the player is unexpectedly attacked by daemonic plants of prodigious size that erupt from the loamy earth before rapidly rotting away to nothing.
- On a roll of 1 or 2, the player manages to duck and avoid the attacking flora.

Any Standing players hit by Strange Flora are Knocked Down. When a player is Knocked Down by Strange Flora, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

TECTONIC SHIFT

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. For the duration of this team turn, there is a -1 modifier applied to the dice roll every time an opposition player attempts to Rush.

Note that this modifier applies alongside any other modifiers that apply to attempts to Rush.

REALITY BLINKS

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Choose two Standing players from your team that do not have the Loner (X+) trait and that are not in possession of the ball from among those on the pitch, and roll a D6:

- On a roll of 3+, these two players immediately switch places.
- On a roll of 1 or 2, the players become slightly transparent as they waver between realities! Until the start of your next team turn, these two players lose their Tackle Zone and gain the No Hands trait.

0-1 WIZARD INDUCEMENT: SPORTS NECROTHERGUE

**150,000 GOLD PIECES, AVAILABLE TO ANY TEAM
WITH THE 'SYLVANIAN SPOTLIGHT' SPECIAL RULE**

Once per game, a Sports Necrotheurge may cast one of the following spells:

INCORPOREAL

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player is hit and becomes strangely incorporeal!
- On a roll of 1 or 2, the player briefly becomes eerily luminous, before the spell dissipates harmlessly.

A player hit by Incorporeal gains the No Hands trait and, if they are in possession of the ball, will immediately drop it, causing it to bounce. Additionally, the player loses their Tackle Zone. The effects of Incorporeal last until the start of the opposition's next team turn.

VANHALABLE'S DANSE MACABRE

You may cast this spell immediately after any of the opposition's team turns has ended. Roll a D6:

- On a roll of 3+, your players are suffused with dark vitality. During this team turn, each Lineman positional player on your team that is currently on the pitch (including Journeymen) may improve either their MA, AG or PA by 1. You may choose which of these three bonuses each affected player gains when that player is activated.
- On a roll of 1 or 2, the sky darkens and the players jerk and spasm furiously, but the spell has no further effect.

0-1 WIZARD INDUCEMENT: WICKED WITCH
150,000 GOLD PIECES, AVAILABLE TO ANY TEAM
WITH EITHER THE 'OLD WORLD CLASSIC', 'SYLVANIAN
SPOTLIGHT' OR 'UNDERWORLD CHALLENGE'
SPECIAL RULES

Once per game, a Wicked Witch may cast one of the following spells:

ZAP!

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Target any opposition player and roll a D6:

- If the roll is equal to or higher than the player's Strength characteristic, or is a natural 6, that player turns into a Frog for the remainder of the drive, after which their coach will secure emergency magical assistance to turn the player back into their original form.
- If the roll is lower than the player's Strength characteristic, the player develops a fresh crop of warts, but the spell has no further effect.

If the player was in possession of the ball when they were turned into a Frog, it is dropped and will bounce. When a roll on the Casualty table is required against the Frog, no roll is made. Instead, it is automatically treated as if a 1-6, Badly Hurt result had been rolled. The Frog must miss the rest of the game and cannot be patched-up by an apothecary (because it's a frog!). At the end of the game, the player is returned to their normal shape with no ill effects.

The Frog has the following profile:

	MA	ST	AG	PA	AV
Frog	5	1	2+	-	5+
Skills & Traits	Dodge, Leap, No Hands, Stunty, Titchy, Very Long Legs				

PLAGUE OF WARTS

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. Target any opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player is hit and their skin unexpectedly erupts into a mass of warts.
- On a roll of 1 or 2, the player develops a few unsightly blemishes, but is otherwise unaffected.

Until the end of this drive, the MA, ST, and AG characteristics of a player hit by Plague of Warts are reduced by 1. Additionally, until the end of this drive, a player hit by Plague of Warts gains the Disturbing Presence and Foul Appearance skills.

0-1 WIZARD INDUCEMENT:
WARLOCK ENGINEER
150,000 GOLD PIECES, AVAILABLE TO ANY TEAM
WITH THE 'UNDERWORLD CHALLENGE' SPECIAL RULE

Once per game, a Warlock Engineer may cast one of the following spells:

WARP LIGHTNING

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Choose any square that is adjacent to one of the Sidelines to be the Warp Lightning's starting point. The Warp Lightning follows a path from one Sideline to the other, moving in a straight line from its starting point directly towards the opposite Sideline. Roll a D6 for every Standing player (from either team) that occupies a square in the Warp Lightning's path:

- On a roll of 3+, the player has been hit by the Warp Lightning.
- On a roll of 1 or 2, the player is lucky and the bolt zips overhead.

Any Standing players hit by the Warp Lightning are Knocked Down. When a player is Knocked Down by Warp Lightning, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

Finally, when a player is Knocked Down by Warp Lightning, roll a D6. On a roll of 1, the Warp Lightning is earthed through the player. Do not roll to see if any more players are hit. On a roll of 2+, the Warp Lightning continues along its path, as described above.

THUNDERBOLT

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player has been hit by the Thunderbolt.
- On a roll of 1 or 2, the player manages to duck or dodge the attack.

A Standing player hit by a Thunderbolt is Knocked Down. When a player is Knocked Down by a Thunderbolt, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

0-1 WIZARD INDUCEMENT: NIGHT GOBLIN SHAMAN

150,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH EITHER THE 'BADLANDS BRAWL' OR 'UNDERWORLD CHALLENGE' SPECIAL RULES

Once per game, a Night Goblin Shaman may cast one of the following spells:

FOOT OF GORK (OR MORK)

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 6, the player has been kicked by the Foot of Gork (or Mork)!
- On a roll of 3-5, the player has been stomped on by the Foot of Gork (or Mork).
- On a roll of 1 or 2, the player is lucky and the Foot of Gork (or Mork) swings harmlessly over their head.

A Standing player kicked by the Foot of Gork (or Mork) is immediately catapulted through the air. Immediately treat that player as being thrown (as if they had the Right Stuff trait, and as if their Strength is 3 or less should their Strength be 4 or more) by another player (with the Throw Team-mate trait and a Strength of 5 or more), and treat the quality of the throw as terrible.

A Standing player stomped on by the Foot of Gork (or Mork) is Knocked Down. When a player is Knocked Down by the Foot of Gork (or Mork), you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

SPORE CLOUD

You may cast this spell at the start of any of the opposition's team turns, before any player is activated. Target any Standing opposition player anywhere on the pitch, and roll a D6:

- On a roll of 2+, the player is engulfed by a cloud of Madcap Mushroom spores. Until the end of this drive, the player gains both the Loner (5+) and Really Stupid traits.
- On a roll of 1, the player begins to sprout strange fungus from their armour, before the spell dissipates harmlessly.

0-1 WIZARD INDUCEMENT: OGRE FIREBELLY **150,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH THE 'BADLANDS BRAWL' SPECIAL RULE**

Once per game, a Firebelly may cast one of the following spells:

FIREBALL

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Choose a target square anywhere on the pitch and roll a D6 for each Standing player (from either team) that occupies either the target square or a square adjacent to it:

- On a roll of 4+, the player has been hit by the Fireball.
- On a roll of 1-3, the player manages to avoid the Fireball.

Any Standing players hit by the Fireball are Knocked Down. When a player is Knocked Down by a Fireball, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

COLUMN OF FIRE

You may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Choose any square that is adjacent to one of the Sidelines to be the Column of Fire's starting point. The Column of Fire follows a path from one Sideline to the other, moving in a straight line from its starting point directly towards the opposite Sideline. Roll a D6 for every Standing player (from either team) that occupies a square in the Column of Fire's path:

- On a roll of 4+, the player has been hit by the Column of Fire.
- On a roll of 1-3, the player is able to duck and avoid the Column of Fire.

Any Standing players hit by the Column of Fire are Knocked Down. When a player is Knocked Down by the Column of Fire, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

O-1 NAMED WIZARD INDUCEMENT: HORATIO X. SCHOTTENHEIM, MASTER MAGE

80,000 GOLD PIECES, AVAILABLE TO ANY TEAM

In the history of Blood Bowl, there have been any number of great Wizards. Unfortunately, Horatio X. Schottenheim is unlikely to ever be counted among their number, but that doesn't make him any less popular! Obsessed with the quest for fame and glory, Horatio has devoted his life to becoming Blood Bowl's premier spellcaster. He's spent millions of crowns on advertising, he's gone out of his way to always make himself available for hire at the drop of a hat, and he's even managed to secure a regular column in *Spike! Magazine*... but greatness still lingers ever-so-slightly out of his reach. The truth of the matter is this: he just isn't very good at magic. After several years of mishaps and near-death experiences, he has stopped trying to learn new spells, dedicating himself instead to creating the perfect fireball. One day, he may even manage it.

Once per game, Horatio may cast the following spell:

"TAKE THIS! OOPS..."

Horatio conjures up a fireball spell and flings it with his legendarily poor aim in the general direction of the action on the pitch. Horatio may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Choose a target square anywhere on the pitch. The target square is moved D3 squares in a direction determined by rolling a D8 and referring to the Random Direction template. After moving the target square, roll a D6 for each Standing player (from either team) that is either in the target square or a square adjacent to it:

- On a roll of 4+, the player has been hit by the Fireball.
- On a roll of 1-3, the player manages to avoid the Fireball.

Any Standing players hit by the Fireball are Knocked Down. When a player is Knocked Down by a Fireball, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

BIASED REFEREE INDUCEMENTS

In general, the members of the RARG that officiate over Blood Bowl games are unsung heroes of the sport. However, many referees have risen to the ranks of superstardom for their dedication to the rules, if not for their dedication to fair play! Whilst bribery is an established part of the culture of Blood Bowl (the RARG even dictates set rates and offers discounts for repeat customers), there are many referees willing to go the extra yard for a team with gold to share.

Biased Referees are available to purchase during the pre-game sequence at the cost listed, and because Blood Bowl games tend to be officiated over by a group rather than a single individual, both teams may purchase a Biased Referee. You may purchase one Biased Referee to treat your team favourably during the game ahead.

For the most part, a Biased Referee will treat both teams equally, meaning that they follow all of the normal referee rules as described in the *Blood Bowl* rulebook. Where they differ is that they will be either far more harsh in their scrutiny of the opposition or far more lenient in their treatment of the team that has paid them off. How this manifests is described in each Biased Referee's description.

Most Biased Referees are named, although some are not. As with Star Players, it is possible for both teams to hire the services of the same named Biased Referee:

- If this happens during a game that is part of a league, neither team can use the named Biased Referee but the named Biased Referee will keep both hiring fees.
- If this happens during exhibition play, both teams can use the named Biased Referee – they can dish out harsh rulings to both sides!

0-1 BIASED REFEREE: RANULF 'RED' HOKULI
130,000 GOLD PIECES, AVAILABLE TO ANY TEAM
WITH EITHER THE 'LUSTRIAN SUPERLEAGUE' OR
'OLD WORLD CLASSIC' SPECIAL RULES

'RED' CARD

When suitably remunerated, Ranulf will keep a particularly close eye on one of the teams. If any player on the opposing team commits a Foul but a double is not rolled when making either the Armour roll or Injury roll, roll a D6:

- On a roll of 4+, Ranulf loudly demands that play halt whilst he investigates further.
- On a roll of 1-3, the player manages to avoid the ref's attention.

Once spotted by Ranulf in this way (and only in this way), the coach of the player that committed the Foul must choose one of the following options:

- The coach may use a Bribe if one is available.
- The player that committed the Foul may accept their fate and be Sent-off.
- The player may attempt to argue with Ranulf! Ranulf will settle the argument with his axe. An Armour roll is made against the player, applying a +2 modifier to the result:
 - If the roll is higher than the Armour Value of the player, they become Prone and an Injury roll is made against them. The player is not Sent-off and no Turnover is caused.
 - If the roll is equal to or lower than the Armour Value of the player hit, the attack has no effect. The player is Sent-off and a Turnover caused.

"I'M NOT ONE FOR ARGUING!"

If Ranulf has been Induced for this game, even if he does not take part due to both coaches Inducing him, neither coach can Argue the Call – even the most argumentative of coaches can't help but have respect for the charismatic Norscan.

0-1 BIASED REFEREE: THORON KORENSSON
120,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH
THE 'WORLDS EDGE SUPERLEAGUE' SPECIAL RULE
STRICT DISCIPLINE

Korensen is renowned for bringing strict discipline to the pitch which, when questioned, is backed up with extremely tough penalties. If any player on the opposing team commits a Foul but a double is not rolled when making either the Armour roll or Injury roll, roll a D6:

- On a roll of 4+, Korensen has spotted the violation.
- On a roll of 1-3, the player manages to avoid the ref's attention.

Once spotted by Korensen in this way (and only in this way), the player that committed the Foul is immediately Sent-off. When a player is Sent-off in this way, their coach cannot use a Bribe but may attempt to Argue the Call. However, if a 1 is rolled on the Argue the Call table, not only is the player and the coach Sent-off, but one other randomly selected player belonging to the opposing team and that is currently on the pitch is Sent-off as well.

"SIT DOWN AND KEEP QUIET!"

If a Get the Ref result is rolled on the Kick-off Event table, roll again – it takes a particularly riled-up crowd to want to advance on Korensen.

OTHER INDUCEMENTS

INDUCEMENTS IN LEAGUE PLAY

As described in the *Blood Bowl* rulebook, during the pre-game sequence of a league fixture, each team can spend gold pieces either from their Treasury, from Petty Cash or both, to purchase any of the Inducements available to them which are then recorded on the team's Game Record sheet.

INDUCEMENTS IN EXHIBITION PLAY

When a team is drafted for exhibition play, you may spend as much or as little of your Team Draft Budget as you wish on Inducements, provided your team contains the minimum of 11 players, not including Induced Star Players. If you are drafting a team for exhibition play to be used at an event or tournament, you should pay close attention to the rulespack created by the organisers, as it is quite common that not all Inducements will be allowed. Also, it is common for tournament organisers to create their own, special Inducements.

If two coaches are drafting teams for exhibition play between themselves, they should take a few minutes to discuss Inducements first. It is important to decide if there are any Inducements they feel should be included or any they would prefer to leave out.

0-1 BIASED REFEREE: JORM THE OGRE 120,000 GOLD PIECES (80,000 GOLD PIECES FOR TEAMS WITH THE 'BRIBERY AND CORRUPTION' SPECIAL RULE), AVAILABLE TO ANY TEAM

JORM DOESN'T LIKE CHEATERS!

Jorm is always on the lookout for dirty play, and misses very little. If any player on the opposing team commits a Foul but a double is not rolled when making either the Armour roll or Injury roll, roll a D6:

- On a roll of 4+, Jorm has spotted the cheat and rolls up his sleeves to deliver his own form of justice.
- On a roll of 1-3, the player manages to avoid the ref's attention.

Once spotted by Jorm in this way (and only in this way), the player that committed the Foul is immediately Knocked Down. When a player is Knocked Down by Jorm, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

"SHUT IT, YOU HOOLIGANS!"

If a Get the Ref result is rolled on the Kick-off Event table, the normal effects are ignored – instead, Jorm goes into a rampage and starts tearing through the stands to teach the rowdy fans a lesson! Both teams reduce their Fan Factor for this game by -1 each time a Get the Ref result is rolled on the Kick-off Event table.

0-1 WAAAGH! DRUMMER

50,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH THE 'BADLANDS BRAWL' SPECIAL RULE

At the start of each drive, after the Kick-off event has been resolved but before the ball itself lands, roll 3D6. For each roll of a 4+, one player on the opposing team can be pushed back one square towards their own End Zone, exactly as if a Push Back block dice result had been applied against them. The same player can be pushed back more than once by this Inducement.

0-3 CAVORTING NURGLINGS

30,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH THE 'FAVOURED OF NURGLE' SPECIAL RULE

At the beginning of the game, a team may increase its Fan Factor by +1 for each swarm of Cavorting Nurglings it has Induced. In addition, for the duration of this game, a team may increase its number of cheerleaders by the number of Cavorting Nurglings Induced.

0-1 BIASED REFEREE: THE TRUNDLEFOOT TRIPLETS: BUNGO, FILIBERT AND JEPH

80,000 GOLD PIECES (40,000 GOLD PIECES FOR TEAMS WITH THE 'HALFLING THIMBLE CUP' SPECIAL RULE), AVAILABLE TO ANY TEAM

HEAVY-HANDED INCOMPETENCE

The Trundlefoot Triplets often try their best to partake in a bit of honest corruption, but all too often they fail. If any player on the opposing team commits a Foul but a double is not rolled when making either the Armour roll or Injury roll, roll a D6:

- On a roll of 5+, the player that committed the Foul is Sent-off, exactly as if they had rolled a double (i.e., the opposing coach may use a Bribe if one is available and may attempt to Argue the Call).
- On a roll of 2-4, the triplets, squabbling amongst themselves, miss the Foul.
- On a roll of 1, however, the victim of the Foul is Sent-off as if they had committed a Foul and rolled a double!

"SMART PLAYERS ARE WELL-BEHAVED PLAYERS!"

At the start of each drive, after both teams are set-up but before the kick-off, roll a D6. On a roll of 6, one randomly selected player on the opposing team that is not being Marked becomes embroiled in a pointless argument with the triplets about their kit. The player is immediately Placed Prone and becomes Stunned, representing the time wasted arguing.

"THEY DON'T LOOK HAPPY!"

If a Get the Ref result is rolled on the Kick-off Event table, the triplets make themselves scarce and will play no further part in this game. In addition, each team also gets a Bribe as normal.

0-1 MASTER OF BALLISTICS

40,000 GOLD PIECES (30,000 GOLD PIECES FOR TEAMS WITH THE 'HALFLING THIMBLE CUP' SPECIAL RULE), AVAILABLE TO ANY TEAM WITH EITHER THE 'HALFLING THIMBLE CUP' OR 'OLD WORLD CLASSIC' SPECIAL RULES

During Step 2 of every Start of Drive sequence, the Master of Ballistics can attempt to advise the kicker. After placing the ball but before rolling for deviation, roll a D3 on the table opposite:

MASTER OF BALLISTICS

D3 RESULT

- 1 **Complete Misunderstanding:** The kicker has rather missed the point, and the kick-off deviates as normal.
- 2 **Interesting Theory...** The Master of Ballistics becomes side-tracked explaining the theory and runs out of time before the whistle. The distance the ball deviates is reduced by one square, from D6 squares to D6-1 squares (meaning there is a chance it won't deviate at all if a 1 is rolled).
- 3 **Successful Practical Application:** By Nuffle, the kicker's grasped it! After rolling the dice for deviation, the kicking team's coach can choose to modify the roll of either the D6 or the D8 by +1 or +2, or -1 or -2 as they wish, to a minimum of 1, and a maximum of 6 (for the D6) and 8 (for the D8).

0-1 DWARFEN RUNESMITH

50,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH EITHER THE 'OLD WORLD CLASSIC' OR 'WORLDS EDGE SUPERLEAGUE' SPECIAL RULES

During each Start of Drive sequence, after Step 2 but before Step 3, you can select a single player on your team that is currently on the pitch that does not have the Loner (X+) trait and choose one of the following runes. Then roll a D6:

- On a roll of 4+, the rune takes effect, but you cannot attempt to use the Runesmith again at the start of a later drive.
- On a roll of 2 or 3, the rune does not work, but you can attempt to use the Runesmith again at the start of a later drive.
- On a roll of 1, the rune does not work, and you cannot attempt to use the Runesmith again at the start of a later drive.

DWARFEN RUNES

Rune of Might	Until the end of this drive, the chosen player gains the Mighty Blow (+1) skill.
Rune of Fury	Until the end of this drive, the chosen player gains both the Dauntless and Frenzy skills.
Rune of Speed	Until the end of this drive, the chosen player gains both the Sprint and Sure Feet skills.
Rune of Iron	Until the end of this drive, the chosen player's Armour Value is increased by 1 (to a maximum of 11+) and they gain the Stand Firm skill.
Rune of Impact	Until the end of this drive, the chosen player gains both the Juggernaut and Horns skills.

0-1 HALFLING HOT POT

80,000 GOLD PIECES (60,000 GOLD PIECES FOR TEAMS WITH THE 'HALFLING THIMBLE CUP' SPECIAL RULE), AVAILABLE TO ANY TEAM WITH EITHER THE 'HALFLING THIMBLE CUP' OR 'OLD WORLD CLASSIC' SPECIAL RULES

A Hot Pot can be used once per game, launching a cauldron of piping-hot stew onto the opposition. The Hot Pot may be used immediately after any of the opposition's team turns has ended. Choose a target square anywhere on the pitch and roll a D6:

- On a roll of 6, the shot is on target.
- On a roll of 2-5, the shot is off target – the target square is moved D3 squares in a direction determined by rolling a D8 and referring to the Random Direction template.
- On a roll of 1, something has gone horribly wrong and the Hot Pot has misfired in the team dugout. D3 randomly selected players in the Reserves box immediately become KO'd and moved to the Knocked-out box.

A player in the target square is automatically hit by the Hot Pot itself. If a Standing player is hit, they are Knocked Down. If a Prone or Stunned player is hit, an Armour roll is made against them. In either case, you may apply a +2 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

Additionally, roll a D6 for each Standing player (from either team) that is in a square adjacent to the target square:

- On a roll of 4+, the player has been hit by the mess of stew that showers out of the Hot Pot.
- On a roll of 1-3, the player manages to avoid being hit.

Any Standing player hit in this way is Placed Prone.

0-3 BOTTLES OF HEADY BREW

40,000 GOLD PIECES EACH, AVAILABLE TO ANY TEAM BELONGING TO TIER 3

Halflings enjoy a fine ale every bit as much as they enjoy fine food, so it is only natural that within the Moot brewing ale is a big business. Many of these Halfling ales are particularly potent and prone to making their more diminutive drinkers uncharacteristically fighty and troublesome! It is not uncommon for 'Stunty' Blood Bowl players to be dosed with a bottle before kick-off by a wily coach. The effect this can have on them is pretty extreme!

At the start of a drive, after both teams have been set up but before the kick-off (between Step 1 and Step 2), randomly select D3 players with the Stunty trait that are currently set up on the pitch. For the remainder of this drive, those players gain the Dauntless and Frenzy skills and the Really Stupid (4+) trait.

0-1 TEAM MASCOT

30,000 GOLD PIECES, AVAILABLE TO ANY TEAM

In some regions, team mascots are incredibly popular. The fans delight to see one of their number take to the pitch alongside their beloved team, often dressed head-to-toe in a most amusing outfit! Given free rein to show their support through the medium of outrageous dance and hilarious slapstick comedy, their antics on the sidelines entertain fans and players alike, often bringing some much-needed luck!

In other regions, such displays of total idiocy are frowned upon.

A team that includes a Team Mascot gains an extra team re-roll (a suitable model should be placed on your team re-roll tracker). However, to use the Team Mascot re-roll you must first roll a D6:

- On a roll of 1-4, the Team Mascot proves ineffective and, pelted by food wrappers and worse, retreats to the locker room. The Team Mascot re-roll is lost for this half of the game. However, you may use a normal team re-roll instead.
- On a roll of 5+, the Team Mascot re-roll can be used, just like a normal team re-roll.

0-1 MEDICINAL UNGUENT

60,000 GOLD PIECES, AVAILABLE TO ANY TEAM

Losing players mid-game is a fact of Blood Bowl; injuries happen! But it isn't ideal, and a team that is short on players is a team at a serious disadvantage! There really is no limit to the things a head coach will try in order to keep their players on their feet and playing the game; from numbing Cold One slime to lessen the pain, to madcap mushrooms to lessen the player's awareness of the pain, and worse things besides, it's all been tried and most of it is legal! Sure, sometimes a player with an injured leg might lose it after the game, but this is often a risk the coach is willing to take (it isn't their leg, after all)!

Should a player on your team be removed from play having suffered a 10-12, Serious Injury result on the Casualty table, after any other attempts to heal that player have been made and have failed, you may use this Inducement. The player is immediately removed from the Casualty box and placed in the Reserves box of your dugout, having been miraculously healed by the liberal application of something that smells extremely suspicious. However, at the end of this game, the result of the Casualty roll is applied as normal.

0-1 SIDE BET

PRICE VARIES, AVAILABLE TO ANY TEAM

Betting on Blood Bowl is a popular pastime, and one that everyone joins in with. Most betting is conducted amongst the fans and players, and even team owners and head coaches also enjoy a little flutter. Sadly, most bookmakers look down on sports insiders such as players and coaches betting on the outcome of their own games; they argue that it's too easy for them to influence the result! Such protestations usually fall on deaf ears though, and the boldest of coaches think nothing of placing a small bet, especially when the gold pieces they're betting were given freely by the stadium owners to cover expenses; that's literally free money, right?

After Step 4, but before Step 5 of the pre-game sequence, you may place a bet of between 10,000 and 100,000 gold pieces that your team will win the game. Simply inform your opponent that the bet has been placed, and how much you are betting. Should your team win the game, you will receive double your stake back during Step 1 of the post-game sequence (for example, if you bet 20,000 gold pieces that your team would win, you will win 40,000 gold pieces if it does win).

If, however, your team loses, the stake is lost (such is the risk of gambling)!

EXPANDED RULES FOR MERCENARY PLAYERS *FABULOUS FREEBOOTERS*

The rules presented here are an expansion of the rules for Mercenary Player Inducements contained within the *Blood Bowl* rulebook. At the discretion of league commissioners or event organisers, these rules may be used instead, in which case the following rules replace those found in the *Blood Bowl* rulebook. If these rules are in use:

- The total number of Mercenaries available is reduced from 'unlimited' to 0-3.
- The number of each specific type of Mercenary available to a team is detailed on the following pages.
- The rules for Mercenaries as detailed in the *Blood Bowl* rulebook are not used; those rules are completely replaced by the following rules.

These rules are designed to give coaches tremendous freedom in creating Mercenary players for their teams, allowing them to create a player suited to almost any situation. In addition, these rules can be used by league commissioners or event organisers wishing to create a unique Star Player to feature at their league or event. This has long been a popular feature of Blood Bowl leagues and events the world over, and these rules will make it easier than ever to correctly cost such unique and characterful players.

0-3 MERCENARY PLAYER INDUCEMENTS

PRICE AND QUANTITY VARIES, AVAILABLE TO ANY TEAM

In league play, any team may purchase Mercenary Player Inducements during the pre-game sequence. How many can be purchased depends upon the type as described over the following pages. When a Mercenary player is purchased, their services are secured for that one game. The Mercenary is not added to the Team Draft list, but their player profile will need to be recorded for reference purposes for the benefit of both coaches. Should you wish, Mercenary players can be named and even given a backstory, creating your own character that can then be Induced again ahead of any future fixture.

Mercenary players never gain Star Player Points and cannot be awarded the MVP for a game. Mercenary players never gain any advancements other than those taken when they are created. Unless the league commissioner decides otherwise, any Casualty table results applied against a Mercenary player are waived after the game – they, like Star Players, are assumed to employ their own staff of healers and medics to keep them in peak condition.

In exhibition play, Mercenary players, like any other Inducement, can be purchased when the team is drafted, as described in the *Blood Bowl* rulebook.

Mercenary players may not take the number of players in the team to more than 16. However, in league play, players that are missing the game due to injury do not count towards the number of players on the team, so they are not counted towards the 16 player limit when working out how many Mercenary players a team can purchase.

CREATING A MERCENARY

To create a Mercenary player, the first thing to do is decide upon the type. There are five broad types of Mercenary player to choose from: Stunty Superstars, Legendary Lineman, Brutal Blockers, Reliable Ringers or Bona Fide Big Guys. Each type has a profile which includes a selection of Skills and Traits, and a basic hiring fee in gold pieces.

To this profile you have the option to add certain additional Skills or Traits, or to improve characteristics. Most of these additions and improvements increase the basic hiring fee of the Mercenary, but some may reduce the hiring fee. This means that you are given the opportunity to create the perfect Mercenary at a premium price, or to create a Mercenary who comes complete with a few flaws and a healthy discount!

Note, however, that some of these options are not available to all teams. For example, a Stunty Superstar can gain the Bombardier and Secret Weapon traits, but only if they are hired by a team that has one, or more, of the 'Badlands Brawl', 'Halfling Thimble Cup', 'Old World Classic', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules.

Once your Mercenary has been created, you will need to record their profile and their hiring fee. Hopefully, your team will have sufficient funds available to afford your creation!

0-2 STUNTY SUPERSTARS MERCENARY PLAYER INDUCEMENTS

30,000 GOLD PIECES PLUS OPTIONS,
AVAILABLE TO ANY TEAM



- A single additional Agility skill for +10,000 gold pieces.
- Two or more additional Agility skills for +20,000 gold pieces each.
- A single additional General skill* for +40,000 gold pieces.
- A single additional Passing skill for +20,000 gold pieces.
- A single additional Mutation for +30,000 gold pieces.

*A Stunty Superstar may not take the Dirty Player (+1) skill.

CHARACTERISTIC OPTIONS

Any Stunty Superstar may improve or reduce any characteristic by up to 2, as follows:

- Improve MA by 1 for +30,000 gold pieces.
- Improve AG by 1 for +40,000 gold pieces.
- Improve PA by 1 for +30,000 gold pieces.
- Improve AV by 1 for +30,000 gold pieces.
- Any characteristic may be reduced by 1 for -10,000 gold pieces (to a minimum of 30,000 gold pieces).

- +50,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Halfling Thimble Cup', 'Lustrian Superleague', 'Old World Classic' or 'Underworld Challenge' special rules only).
- Gain the Dirty Player (+2) and Sneaky Git skills, but replace the Loner (4+) trait with Loner (5+) for +80,000 gold pieces (available to teams with either the 'Badlands Brawl' or 'Halfling Thimble Cup' special rules only).
- Gain the Bombardier and Secret Weapon traits for +40,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Halfling Thimble Cup', 'Old World Classic', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Stab and Secret Weapon traits for +20,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Halfling Thimble Cup', 'Lustrian Superleague', 'Old World Classic', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Pogo Stick trait for +50,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Halfling Thimble Cup', 'Lustrian Superleague', 'Sylvanian Spotlight' or 'Underworld Challenge' special rules only).
- Gain the Ball & Chain, Secret Weapon and No Hands traits and +3ST, but reduce MA by 2 and lose the Dodge skill for +60,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Halfling Thimble Cup' or 'Underworld Challenge' special rules only).
- Gain the Chainsaw, No Hands and Secret Weapon traits, but lose the Dodge skill for +40,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Elven Kingdoms League', 'Halfling Thimble Cup', 'Lustrian Superleague', 'Old World Classic', 'Sylvanian Spotlight' 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).

STUNTY SUPERSTAR				
MA	ST	AG	PA	AV
5	2	3+	4+	6+
Skills & Traits		Dodge, Loner (4+), Right Stuff, Stunty		

0-2 LEGENDARY LINEMEN MERCENARY PLAYER INDUCEMENTS

50,000 GOLD PIECES PLUS OPTIONS,
AVAILABLE TO ANY TEAM



OPTIONS

A Legendary Lineman must take at least one option chosen from one or more of the following lists:

ADDITIONAL SKILLS

A Legendary Lineman may take:

- A single additional General* skill for +20,000 gold pieces.
- Two or more additional General* skills for +30,000 gold pieces each.
- A single additional Agility skill for +30,000 gold pieces.
- A single additional Passing* skill for +20,000 gold pieces.
- A single additional Strength skill for +30,000 gold pieces.
- A single additional Mutation for +30,000 gold pieces.
- Two or more additional Mutations for +40,000 gold pieces each (available to teams with the 'Favoured Of...' special rule only).

*A Legendary Lineman may not take either the Dirty Player (+1) skill or the Leader skill.

CHARACTERISTIC OPTIONS

Any Legendary Lineman may improve or reduce any characteristic by up to 2, as follows:

- Improve MA by 1 for +20,000 gold pieces.
- Improve PA by 1 for +30,000 gold pieces.
- Improve AV by 1 for +20,000 gold pieces.
- Any characteristic may be reduced by 1 for -10,000 gold pieces (to a minimum of 50,000 gold pieces).

TRAIT PACKAGES

In addition, a Legendary Linemen may choose a single package of upgrades from this list:

- Gain the Dirty Player (+1) and Sneaky Git skills, but replace the Loner (4+) trait with Loner (5+) for +60,000 gold pieces (available to any team).
- Gain the Dirty Player (+2) and Sneaky Git skills, but replace the Loner (4+) trait with Loner (5+) for +90,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Old World Classic', 'Sylvanian Spotlight', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Bombardier and Secret Weapon traits for +40,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Old World Classic', 'Sylvanian Spotlight', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Stab and Secret Weapon traits for +20,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Elven Kingdoms League', 'Lustrian Superleague', 'Old World Classic', 'Sylvanian Spotlight', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Chainsaw, No Hands and Secret Weapon traits for +60,000 gold pieces (available to any team).

LEGENDARY LINEMAN

MA	ST	AG	PA	AV
6	3	3+	4+	9+
Skills & Traits		Loner (4+)		

0-1 BRUTAL BLOCKERS MERCENARY PLAYER INDUCEMENTS

70,000 GOLD PIECES PLUS OPTIONS,
AVAILABLE TO ANY TEAM



OPTIONS

A Brutal Blocker must take at least one option chosen from one or more of the following lists:

ADDITIONAL SKILLS

Any Brutal Blocker may take:

- A single additional Strength skill for +30,000 gold pieces.
- Two or more additional Strength skills for +40,000 gold pieces each.
- A single additional Agility skill for +40,000 gold pieces.
- A single additional General skill* for +30,000 gold pieces.
- A single additional Passing* skill for +20,000 gold pieces.
- A single additional Mutation for +40,000 gold pieces.

*A Brutal Blocker may not take either the Dirty Player (+1) skill or the Leader skill.

CHARACTERISTIC OPTIONS

A Brutal Blocker may improve or reduce any characteristic by up to 2, as follows:

- Improve MA by 1 for +30,000 gold pieces.
- Improve MA by 2 for 50,000 gold pieces (available to teams with either the 'Favoured Of...' or 'Lustrian Superleague' special rules only).
- Improve AG by 1 for +50,000 gold pieces.
- Improve AV by 1 for +20,000 gold pieces.
- Any characteristic may be reduced by 1 for -10,000 gold pieces (to a minimum of 70,000 gold pieces).

TRAIT PACKAGES

In addition, a Brutal Blocker may choose a single package of upgrades from this list:

- Gain the Dirty Player (+1) and Sneaky Git skills, but replace the Loner (4+) trait with Loner (5+) for +70,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Lustrian Superleague' or 'Old World Classic' special rules only).
- Gain the Dirty Player (+2) and Sneaky Git skills, but replace the Loner (4+) trait with Loner (5+) for +100,000 gold pieces (available to teams either the 'Badlands Brawl' or 'Favoured Of...' special rules only).
- Gain the Mighty Blow (+2) skill, but replace the Loner (4+) trait with Loner (5+) for +60,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Lustrian Superleague', 'Old World Classic', 'Sylvanian Spotlight' or 'Worlds Edge Superleague' special rules only).
- Gain the Stab and Secret Weapon traits for +20,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Lustrian Superleague', 'Old World Classic', 'Sylvanian Spotlight', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Ball & Chain, Secret Weapon and No Hands traits and +2ST, but reduce MA by 1 for +90,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Sylvanian Spotlight', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Chainsaw, No Hands and Secret Weapon traits for +60,000 gold pieces (available to teams with the 'Favoured Of...' special rule only).

BRUTAL BLOCKER

MA	ST	AG	PA	AV
4	4	4+	6+	9+
Skills & Traits		Loner (4+)		

0-2 RELIABLE RINGERS MERCENARY PLAYER INDUCEMENTS

70,000 GOLD PIECES PLUS OPTIONS,
AVAILABLE TO ANY TEAM



OPTIONS

A Reliable Ringer must take at least one option chosen from one or more of the following lists:

ADDITIONAL SKILLS

Any Reliable Ringer may take:

- A single additional Agility skill for +30,000 gold pieces.
- Two or more additional Agility skills for +40,000 gold pieces each.
- A single additional General skill for +30,000 gold pieces.
- A single additional Passing skill for +30,000 gold pieces.
- A single additional Strength* skill for +50,000 gold pieces.

*A Reliable Ringer may not take either the Mighty Blow (+1) skill or the Guard skill.

CHARACTERISTIC OPTIONS

A Reliable Ringer may improve or reduce any characteristic by up to 2, as follows:

- Improve MA by 1 for +30,000 gold pieces.
- Improve MA by 2 for +60,000 gold pieces (available to teams with the 'Elven Kingdoms League' special rule only).
- Improve AG by 1 for +50,000 gold pieces.
- Improve AG by 2 for +100,000 gold pieces (available to teams with the 'Elven Kingdoms League' special rule only).
- Improve PA by 1 for +30,000 gold pieces.
- Improve PA by 2 for +60,000 gold pieces (available to teams with the 'Elven Kingdoms League' special rule only).
- Improve AV by 1 for +40,000 gold pieces.
- Any characteristic may be reduced by 1 for -10,000 gold pieces (to a minimum of 70,000 gold pieces).

MUTATION OPTIONS

A Reliable Ringer may take a single Mutation from the following list (available to teams with the 'Favoured Of...' special rule only):

- Big Hand for +30,000 gold pieces.
- Extra Arms for +20,000 gold pieces.
- Two Heads for +30,000 gold pieces.
- Very Long Legs for +30,000 gold pieces.

TRAIT PACKAGES

In addition, a Reliable Ringer may choose a single package of upgrades from this list:

- Gain the Hypnotic Gaze trait, but replace the Loner (4+) trait with Loner (5+) for +60,000 gold pieces (available to teams with either the 'Elven Kingdoms League', 'Favoured Of...', 'Halfling Thimble Cup', 'Sylvanian Spotlight' or 'Underworld Challenge' special rules only).
- Gain the Stab and Secret Weapon traits for +20,000 gold pieces (available to teams with either the 'Elven Kingdoms League', 'Halfling Thimble Cup', 'Sylvanian Spotlight' or 'Underworld Challenge' special rules only).

RELIABLE RINGER

MA	ST	AG	PA	AV
6	3	2+	3+	8+

Skills & Traits Loner (4+)

0-1 BONA FIDE BIG GUY MERCENARY PLAYER INDUCEMENTS

130,000 GOLD PIECES PLUS OPTIONS,
AVAILABLE TO ANY TEAM



OPTIONS

A Bona Fide Big Guy must take at least one option chosen from one or more of the following lists:

ADDITIONAL SKILLS

Any Bona Fide Big Guy may take:

- A single additional Strength skill for +30,000 gold pieces.
- Two or more additional Strength skills for +40,000 gold pieces each.
- A single additional General skill for +40,000 gold pieces.
- A single additional Passing* skill for +30,000 gold pieces.
- A single additional Mutations skill for +40,000 gold pieces.

*A Bona Fide Big Guy may not take the Leader skill.

CHARACTERISTIC OPTIONS

A Bona Fide Big Guy may improve or reduce any characteristic by up to 2, as follows:

- Improve MA by 1 for +20,000 gold pieces.
- Improve MA by 2 for +50,000 gold pieces (available to teams with either the 'Favoured Of...', 'Lustrian Superleague', 'Sylvanian Spotlight' or 'Underworld Challenge' special rules only).
- Improve AG by 1 for +40,000 gold pieces.
- Improve PA by 1 for +30,000 gold pieces.
- Improve PA by 2 for +60,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Halfling Thimble Cup', 'Old World Classic' or 'Underworld Challenge' special rules only).
- Improve AV by 1 for +20,000 gold pieces.
- Any characteristic may be reduced by 1 for -10,000 gold pieces (to a minimum of 130,000 gold pieces).

TRAIT PACKAGES

In addition, a Bona Fide Big Guy may exchange the Bone Head trait for a single package of upgrades from this list:

- Gain the Always Hungry, Projectile Vomit, Really Stupid and Regeneration traits, but reduce AG by 1 for -10,000 gold pieces (available to any team).
- Gain the Frenzy skill, the Unchannelled Fury trait and the Horns mutation, but lose the Throw Team-mate trait for +20,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Halfling Thimble Cup', 'Old World Classic', 'Underworld Challenge' or 'Worlds Edge Superleague' special rules only).
- Gain the Frenzy skill, the Animal Savagery trait and the Claws and Prehensile Tail mutations, but lose the Throw Team-mate trait for +20,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Lustrian Superleague', 'Sylvanian Spotlight' or 'Underworld Challenge' special rules only).
- Gain the Mighty Blow (+2) skill, but replace the Loner (4+) trait with Loner (5+) for +50,000 gold pieces (available to any team).
- Gain the Ball & Chain, No Hands, Really Stupid and Secret Weapon traits and +2ST, but reduce MA by 1 for +80,000 gold pieces (available to teams with either the 'Badlands Brawl', 'Favoured Of...', 'Lustrian Superleague', 'Old World Classic' or 'Underworld Challenge' special rules only).

BONA FIDE BIG GUY

MA	ST	AG	PA	AV
4	5	4+	5+	9+
Skills & Traits Bone Head, Loner (4+), Mighty Blow (+1), Throw Team-mate				

GIANT-SIZED INDUCEMENTS

The following pages contain rules for using Giant players in your games of Blood Bowl. Coaches should note that these rules are entirely optional.

Their inclusion in a league or tournament is at the discretion of the league commissioner or tournament organiser. Otherwise, coaches who wish to use these rules for an exhibition game should decide this between themselves.

0-1 GIANT MERCENARY PLAYER INDUCEMENT

350,000 GOLD PIECES, AVAILABLE TO ANY TEAM

Unlike regular players, Giants are not hired as permanent additions to a team. Instead, they are Induced during the pre-game sequence in exactly the same way as other Mercenary players. Giants may be used alongside the Mercenary Player Inducements in the *Blood Bowl* rulebook, or those presented previously in this supplement.

Giants have the following profile:

	MA	ST	AG	PA	AV
Giant	6	7	5+	5+	11+
Skills & Traits	Always Hungry, Bone Head, Break Tackle, Juggernaut, Loner (4+), Mighty Blow (+2), Multiple Block, Stand Firm, Throw Team-mate				

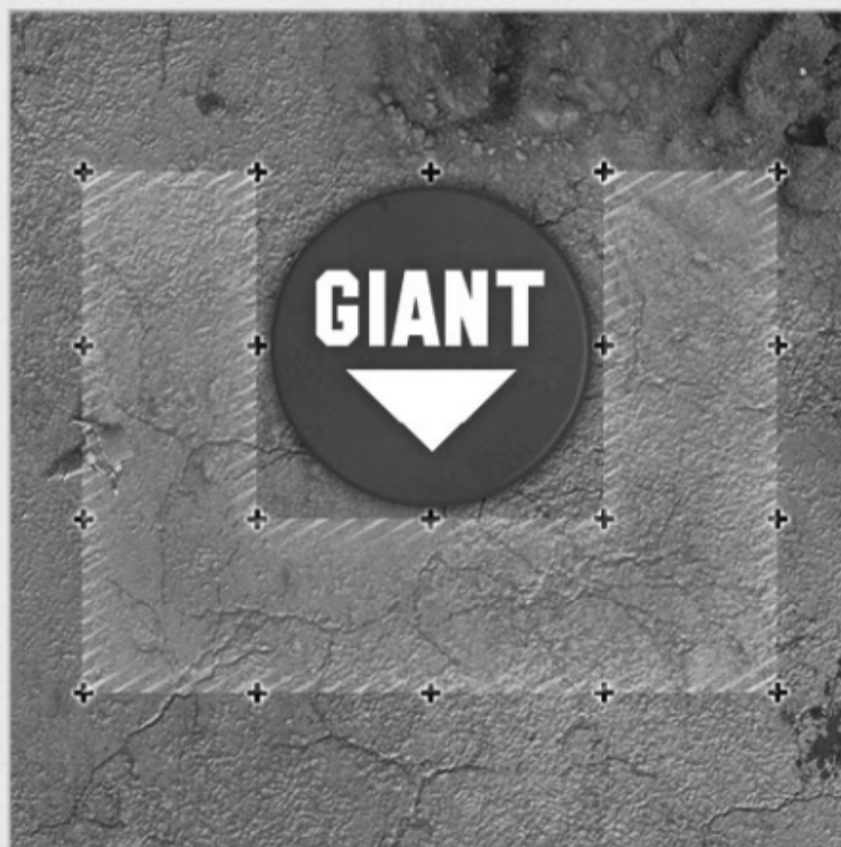
SPECIAL RULES

Giants are big. Bigger than Ogres, Minotaurs, Trolls or any of the other Big Guys that regularly take to the Blood Bowl pitch. A Giant is subject to the following special rules:

BASE SIZE AND TACKLE ZONES

Unlike other players, a Giant occupies not one but four squares on the pitch. A Giant will always occupy four squares; when they are standing up, when they are Prone and when they are Stunned.

Additionally, the direction in which a Giant faces is important as, due to their immense size, a Giant's Tackle Zone does not extend to every square adjacent to the four squares they occupy. Like other players, the Tackle Zone of a Giant covers eight squares; those to the Giant's front and sides. A Giant's Tackle Zone does not extend to the four squares directly behind the Giant, as shown in the diagram below. The controlling player must make it clear to their opponent which direction the Giant is facing and where its rear lies.

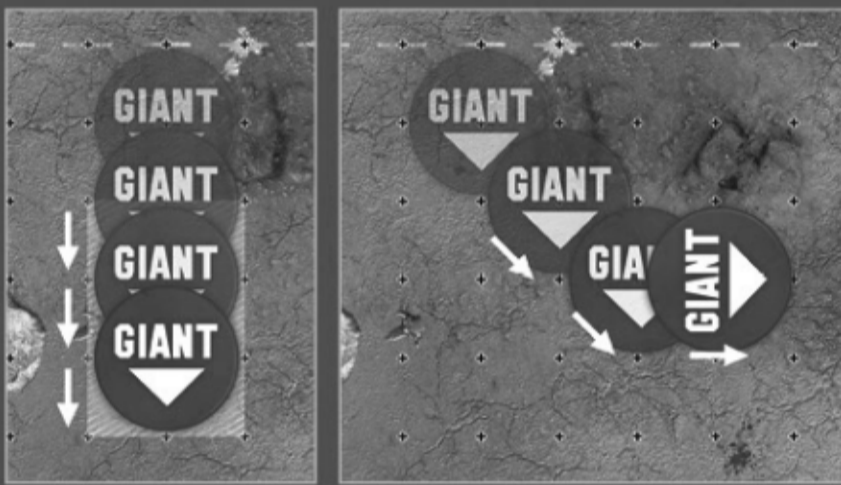


Finally, should any of the four squares occupied by a Giant's base be targeted by an in-game effect (such as a spell cast by a Wizard or by the effects of a Special Plays card), the player is considered to have been hit by the effect just as any other player would be.

MOVEMENT

When a Giant moves it does so just like any other player, moving a number of squares equal to its Movement Allowance. A Giant may move forward, backward, to either side, or diagonally, as long as they do not enter a square occupied by another standing player (from either team).

If any of the four squares a Giant occupies is within the Tackle Zone of an opposition player, the Giant is considered to be Marked by that player and must dodge to leave that square, just like any other player. If when dodging any part of a Giant's base moves into a square in which it is being Marked, apply a -1 modifier per player Marking them as normal.



STEPPING OVER PRONE OR STUNNED PLAYERS: Unlike other players, a Giant is large enough to simply step over downed players that would block the path of other players. A Giant does not need to Jump Over a Prone or Stunned player; it may instead move freely over Prone or Stunned players if it has sufficient Movement Allowance to do so.

However, a Giant may not end its movement with any part of its base occupying a square that contains a Prone or Stunned player. Therefore, should a Giant Fall Over whilst stepping over a Prone or Stunned player, that player is pushed back one square in a direction chosen by the coach of the team the Giant belongs to, exactly as if a Push Back block dice result had been applied against them.

SURROUNDED!: Coaches should note that, due to the large size of Giants, they may find it impossible to move through small gaps. If at any point during its movement a Giant finds one or more of the four squares its base occupies obstructed by a Standing player, it cannot move into that square.

PUSH BACKS

Just like any other player, a Giant must be pushed back into empty squares. If this is not possible, then the Giant is pushed into one or more occupied squares and any players that originally occupied the square or squares are chain-pushed in turn.

PUSHED INTO THE CROWD: If any part of a Giant's base is pushed off the pitch, the player is pushed into the crowd and removed from play. In other words, it doesn't matter how big they are, a Giant cannot be half on and half off the pitch. They are either entirely on the pitch, or they are off it!

THROWING OTHER PLAYERS

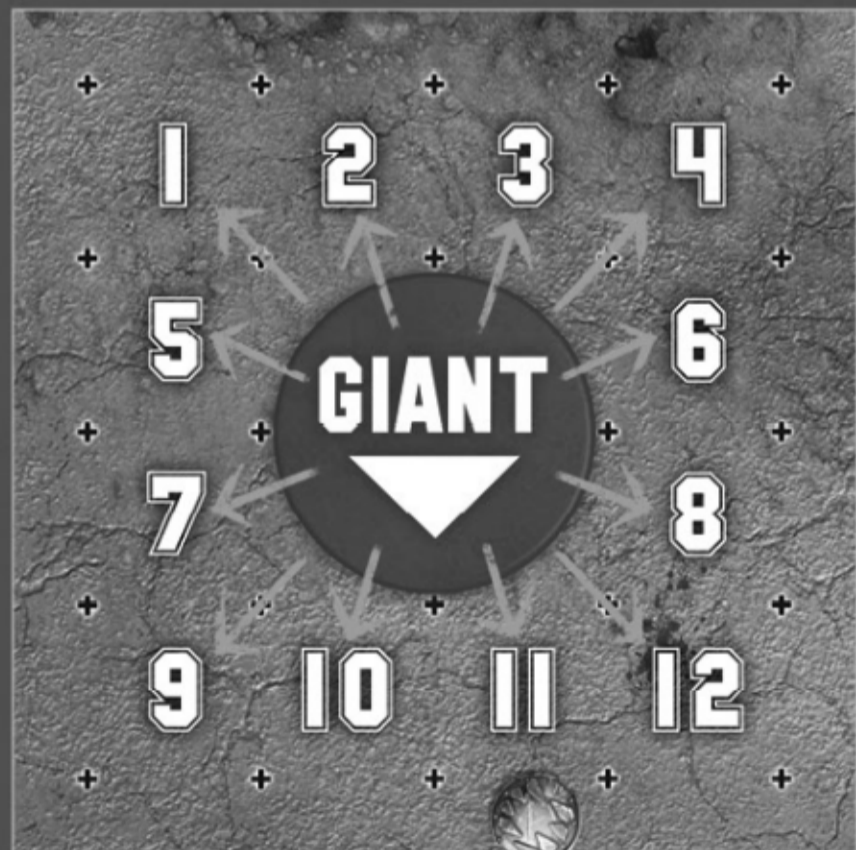
Giants are particularly effective at throwing smaller players. When a Giant attempts to throw a team-mate, you may re-roll a Fumbled throw.

A GIANT OBSTRUCTION

Giants do tend to get in the way of other teams' passing plays. When a Giant interferes with a pass, it reduces any negative modifiers that would normally apply by 2.

SCATTER

As Giants occupy four squares rather than the usual one, the normal Random Direction template cannot be used for them. Instead, Giants use the Random Direction template shown below. To use this template, simply roll a D16 rather than a D8, re-rolling any rolls of 13 or above.



BLOOD BOWL SPONSORS

The inclusion of these rules in a league or tournament is at the discretion of the league commissioner or tournament organiser.

Otherwise, coaches who wish to use these rules for an exhibition game should decide this between themselves.

GAINING A SPONSOR

Teams can attempt to find a Sponsor at the beginning of Step 4 of the post-game sequence, before any players or Sideline Staff are hired or fired. If you wish to seek a Sponsor for your team, roll a D16, then add the team's Dedicated Fans characteristic and any of the following modifiers that apply:

- +3 if the team won the game.
- +1 for each touchdown the team scored.
- +1 for each player on the opposing team that suffered a roll on the Casualty table (however this was caused).
- +2 if the game was played during the Play-off season.

If the result is 20 or more, your team can accept either a One-time Sponsorship or an Ongoing Sponsorship.

ONE-TIME SPONSORSHIPS

The team lends its image to a well-known brand, appearing in some Cabalvision ads or making personal appearances at high-profile product launches, in exchange for a one-off payment. All the players have to do is behave themselves. Easy, right?

The team receives D6 x 10,000 gold pieces, which are immediately added to its Treasury. Then, roll a D6:

- On the roll of a 1, one randomly selected, permanently hired player gets a little carried away with the free drinks at a public appearance and has to spend some time recovering. The selected player must miss the next game, exactly as if they had suffered a 7-9, Seriously Hurt result on the Casualty table. If the selected player is already missing the next game, randomly select another.
- On the roll of 2+, the players are well-behaved and no one overindulges.

ONGOING SPONSORSHIPS

The team becomes official ambassadors for the brand, receiving a sum of gold each time they make a public appearance. Of course, this burdens the team with all sorts of new responsibilities and is even riskier than a One-time Sponsorship deal.

If a team takes an Ongoing Sponsorship, make a note of this on their roster. During Step 1 of the post-game sequence of every future game, when recording the team's winnings, a team that has an Ongoing Sponsor gains an additional D3 x 10,000 gold pieces in addition to their winnings. Then roll a D6:

- On the roll of a 1, one randomly selected player from your team has upset the Sponsors somehow and has received a visit from a pair of 'brand ambassadors'. The selected player must miss the next game, exactly as if they had suffered a 7-9, Seriously Hurt result on the Casualty table. If the selected player is already missing the next game, this roll has no further effect.
- On the roll of 2+, the players are well-behaved and no one upsets the Sponsors.

Teams can have any number of Ongoing Sponsorships – however, the roll to see whether the Sponsors are happy must be made for each one!

Immediately after rolling to see whether the Sponsors are happy or not, you can choose to end any Ongoing Sponsorships, deleting them from the team's roster.

REDRAFTING AN ONGOING SPONSOR

Any team with an Ongoing Sponsorship can attempt to redraft it from one league season to the next. To do so, simply roll a D6 on the table below:

REDRAFTING AN ONGOING SPONSOR TABLE

D6 plus Dedicated Fans	RESULT
2-8	<i>Poor Performance:</i> The Sponsors are disappointed with the team's performance and decide to seek better brand ambassadors. The Sponsorship ends immediately.
9+	<i>Most Acceptable:</i> The Sponsors are quite happy with the team's performance, though they won't admit that to the players! The Sponsorship continues into the next league season.

MAJOR SPONSORSHIPS

There are a number of big name sponsors who only make offers to the brightest and most successful teams.

A Major Sponsorship is an Ongoing Sponsorship as described previously, but does not grant the standard, financial bonuses of an Ongoing Sponsorship; instead, each has its own special rules. A team can only have one Major Sponsor at a time, but a Major Sponsor can sponsor more than one team at a time.

Note that, for various ideological and philosophical reasons too numerous and boring to list, some Major Sponsors won't work with certain teams, and vice versa:

MCMURTY'S BURGER EMPORIUM

AVAILABLE TO ANY TEAM

Halfling chef Rungo McMurty's fine dining establishment found a new lease of life in 2396, when Count Otto von Carroburg demanded a beef sandwich with all the trimmings. Rungo, having run out of bread, sliced a bun in half and used that instead – and started a food revolution! Since Rungo retired and sold the business in 2452, the company has grown to the point that there seems to be a McMurty's Burger Emporium stand at every Blood Bowl stadium on the circuit.

A team that is sponsored by McMurty's does not get any financial incentive, but the improved catering inspires the players to new levels of enthusiasm! A team sponsored by McMurty's Burger Emporium has the following special rules:

- A team that is sponsored by McMurty's Burger Emporium gains an extra team re-roll for the first half of each and every game they play. If this team re-roll is not used during the first half, it may be carried over into the second half.
- McMurty's might make fine food, but sadly their fare is somewhat fattening and doesn't make an ideal diet for athletes! Players on a team sponsored by McMurty's Burger Emporium cannot improve either their MA or AG characteristic while the Sponsorship is ongoing.

A coach can choose to end their deal with McMurty's in the same way as an Ongoing Sponsorship.

FARBLAST & SONS ORDNANCE SOLUTIONS

AVAILABLE TO ANY TEAM EXCEPT THOSE THAT HAVE THE 'ELVEN KINGDOMS LEAGUE' SPECIAL RULE

"Farblast: When you need to blast things that are very far away." It's not the catchiest slogan going, but then, Farblast & Sons has always believed in substance over style. Combining Dwarfen engineering with surprisingly low prices, Ragni Farblast's arms empire has been very successful indeed in recent years. The company caught the attention of Blood Bowl fans when Barik, the younger of Ragni's two sons, quit his engineering apprenticeship to take to the pitch and, in so doing, invented the now-infamous Ballzooka.

A team that is sponsored by Farblast & Sons does not get any financial incentive, but will instead be able to access all manner of explosives with which to create havoc on the pitch! A team sponsored by Farblast & Sons has the following special rules:

- A single permanently hired Lineman positional player of your choice may be equipped with a satchel of Farblast's *Finest Detonating Spheres*. This player gains the Bombardier, Loner (4+) and Secret Weapon traits, and Secondary access to Passing skills, as long as the Sponsorship lasts.
- While sponsored by Farblast & Sons, the team's winnings after each game are reduced by 20,000 gold pieces due to increased insurance premiums.

A coach can choose to end their deal with Farblast & Sons in the same way as an Ongoing Sponsorship.

STAR INSURANCE GUILD

AVAILABLE TO ANY TEAM

A team that is sponsored by the Star Insurance Guild does not get any of the usual financial incentives. Instead, the team is insured in case of sport-related fatalities. A team sponsored by the S.I.G. has the following special rules:

- If a permanently hired player belonging to a team sponsored by the S.I.G. suffers a Casualty result of 15-16, DEAD, and is removed from the team roster during the post-game sequence, the team immediately receives a pay-out. The amount paid out is equal to half of that player's Current Value (rounding each up to the nearest 5,000 gold pieces).
- Once all dead players have been removed, roll a D6. If the result is equal to or lower than the number of players that were removed from the roster, the Guild's agents have arrived to collect their due! The team must immediately pay 2D6 x 10,000 gold pieces. If it cannot afford to, its treasury is emptied and the deal with S.I.G. comes to an end. D3 randomly selected, permanently hired players go mysteriously absent and must miss the next game, exactly as if they had suffered a 7-9, Seriously Hurt result on the Casualty table. Record on the team's roster that it is now on the S.I.G. blacklist and cannot be sponsored by them ever again.

A coach can choose to end their deal with the Star Insurance Guild in the same way as an Ongoing Sponsorship.

STEELHELM'S SPORTING EMPORIUM

AVAILABLE TO ANY TEAM

A team that is sponsored by Steelhelm's Sporting Emporium does not get any financial incentive, but does gain access to some of the best personal trainers in the business, ensuring players are bullied and browbeaten into giving their fullest at all times. A team sponsored by Steelhelm's Sporting Emporium has the following special rules:

- When a permanently hired player belonging to a team sponsored by Steelhelm's Sporting Emporium randomly selects a new Skill, either Primary or Secondary, you may re-roll one or both of the D6. However, you must accept the result of the re-roll even if the Skill generated is less desirable (note, however, that if the Skill rolled when rolling or re-rolling the second D6 is one that the player already has or cannot take, you may re-roll the dice as normal).
- There is a chance that a player will injure themselves when training intensively. Once a new Primary skill has been selected, roll a D6. Once a new Secondary skill has been selected, roll two D6:
 - If a 1 is rolled on either of the D6, the player must miss the next game, exactly as if they had suffered a 7-9, Seriously Hurt result on the Casualty table.
 - If a 1 is rolled on both dice, the player must miss the next game and suffers a Niggling Injury, exactly as if they had suffered a 10-12, Serious Injury result on the Casualty table.

A coach can choose to end their deal with Steelhelm's Sporting Emporium in the same way as an Ongoing Sponsorship.

STADIA OF THE OLD WORLD

PLAYING AWAY

The following pages contain four tables, each covering a different category of stadium and containing rules for playing games within different stadia that fall into that category. These rules allow coaches to recreate the incredible experience of playing Blood Bowl in a real Old World stadium. Sort of...

The inclusion of these rules in a league or tournament is at the discretion of the league commissioner or tournament organiser. Otherwise, coaches who wish to use these rules for an exhibition game should decide this between themselves. Before Step 1 of the pre-game sequence, roll 2D6 on the Random Stadium table that follows to see which category of stadium the game will take place at:

RANDOM STADIUM TABLE

2D6 RESULT

- | | |
|-------|--|
| 2-3 | Unusual Playing Surface: This stadium has a playing surface that is best described as 'non-standard'. Roll a D6 on the Unusual Playing Surface table (see page 62) to determine an Attribute. |
| 4-5 | Rough & Ready Stadium: The owners and staff of this stadium clearly prioritise bloody violence over proper maintenance. Roll a D6 on the Rough & Ready Stadium table (see page 63) to determine an Attribute. |
| 6-8 | Nothing out of the Ordinary: This game is taking place at a perfectly average stadium; the pitch adheres to the regulations and the stadium itself is well-built and well-maintained. This stadium has no Attributes. |
| 9-10 | Luxury Stadium: This stadium is much more impressive than most! Luxurious VIP boxes and well-appointed stands attract a well-to-do crowd. Roll a D6 on the Luxury Stadium table (see page 64) to determine an Attribute. |
| 11-12 | Local Crowd: This stadium's home crowd is quirky, to say the least, but they are dedicated fans of Blood Bowl and will certainly make the game one to remember! Roll a D6 on the Local Crowd table (see page 65) to determine an Attribute. |

UNUSUAL PLAYING SURFACE

D6 ATTRIBUTE

- 1 *Ankle-deep Water:*** The pitch is flooded! Not just wet, it's actually flooded and lies under a good three inches of water! Every time a player Falls Over, apply a -1 modifier to the Armour roll.
Additionally, whenever a Stunned player rolls over at the end of either teams' turn, roll a D6. On a roll of 1, lying face-down in the water has done them no favours, and they remain Stunned for another turn.
- 2 *Sloping Pitch:*** The stadium is built on a serious incline. Good for one team, a nightmare for the other!
At the start of the first drive, roll a D6:

 - On a roll of 4+, it is sloping down towards the kicking team's End Zone.
 - On a roll of 1-3, the pitch is sloping down towards the receiving team's End Zone.

Whenever the ball bounces, do not use the Random Direction template; instead, use the Throw-in template, oriented so that the 3-4 points directly down the slope.
Additionally, players can attempt to Rush one additional time, as long as it takes them closer to the End Zone at the bottom of the slope.
After half-time, the pitch will slope the other way, representing the teams changing ends.
- 3 *Ice:*** A violent sport on ice? It'll never catch on. Every time the ball bounces, it moves two squares in a direction determined by rolling a D8 and referring to the Random Direction template, rather than the usual 1.
Additionally, whenever a player Falls Over or is Knocked Down, they will slide one square in a direction determined by rolling a D8 and referring to the Random Direction template. If they would slide into an occupied square, they do not move. If they slide off the pitch, they risk Injury by the crowd as normal. If they slide into a square occupied by the ball, the ball will bounce.
Note that the players are assumed to have been issued with appropriate kit to traverse the ice – skates, snowshoes or enchanted cleats – so their movement is not affected.
- 4 *Astrogranite:*** This artificial stone substitute was all the rage in the 2480s and some stadia still keep it for its extra-grippy surface (and the fact that it's always entertaining when players fall down!). Apply a +1 modifier to the Armour roll every time a player Falls Over or is Knocked Down whilst playing on astrogranite.
In addition, if a player Falls Over whilst Rushing on astrogranite, roll a D6:

 - On a roll of 4+, the player remains Standing, but they cannot attempt to Rush again.
 - On a roll of 1-3, the player Falls Over as normal.
- 5 *Uneven Footing:*** Covered in bumps and riddled with holes, the playing surface at this stadium is one big tripping hazard. All players suffer a -1 modifier to their MA for the duration of this game, to a minimum of MA3.
However, players can attempt to Rush one extra square during their activation. This means most players can attempt to Rush three times, whilst players with the Sprint skill, for example, can attempt to Rush four times.
- 6 *Solid Stone:*** Dwarf-owned and operated stadia started a trend for solid stone playing surfaces way back in the 2430s. Not only does a polished marble pitch look wonderful, but it is greatly entertaining! In recent years, quite a few stone stadia have been built above ground. Every time the ball bounces, it moves two squares in a direction determined by rolling a D8 and referring to the Random Direction template, rather than the usual one.
In addition, apply a +1 modifier to the Armour roll every time a player Falls Over or is Knocked Down whilst playing on polished stone.

ROUGH & READY STADIUM

D6 ATTRIBUTE

- 1 ***Apathetic Officials:*** Whether they don't get paid enough, don't enjoy Blood Bowl or they are just being deliberately difficult, the officials at this particular Blood Bowl venue just don't seem all that interested. At the start of each half, each team gains a free Bribe Inducement. Note that, if a team does not use its free Bribe during the first half, it will start the second half with two free Bribes.
- 2 ***Appalling Stands:*** There aren't enough seats, there are nails sticking out of every surface and there's a weird smell coming from somewhere. There is a very real risk that the fans will start leaving and, even worse, asking for a refund! At the end of each drive, both coaches roll a D6 to determine if their fans have started leaving:
 - On a roll of 2+, the fans are willing to put up with the discomfort.
 - On a roll of 1, fans have started leaving and the team must reduce its Fan Factor by 1.Note that neither team's Fan Factor can fall below 0.
- 3 ***Uncovered Trapdoors:*** Either for budgetary reasons or just for the amusement of onlookers, the trapdoors on this pitch could more accurately be described as large, yawning holes in the ground. Every time any player enters a Trapdoor square (voluntarily or otherwise), the player is immediately removed from play. Treat them exactly as if they had been pushed into the crowd.

If the ball ever comes to rest in a Trapdoor square, it will be enthusiastically thrown back out by a helpful groundskeeper. The ball immediately deviates from the Trapdoor square.
- 4 ***Unclear Markings:*** The pitch is little more than a rectangle of grass with a faded line roughly dividing it into two halves. When the kicking team sets up for a drive, they may choose to treat their Line of Scrimmage as being:
 - The normal Line of Scrimmage.
 - One row of squares further back into their own half.
 - One row of squares into the other team's half.This creates a temporary halfway line for this kick-off which the receiving team must adhere to when setting up their players, and which is used for the purposes of awarding a touchback.

In addition, the limit of two players per Wide Zone during set-up does not apply for either team.
- 5 ***Desperate for Exposure:*** The owners of this stadium aren't happy that the official status of their prized possession is 'Provincial Backwater'. Recently, they have begun a drive to improve their reputation and attract a better class of clientele. For this reason, the stadium owners are offering incentives for any teams willing to play there. During Step 1 of the post-game sequence, each team receives an additional D6 x 10,000 gold pieces in winnings (make one roll and apply the result to both teams' winnings).
- 6 ***Poorly-built Dungeons:*** Long ago, the RARG realised that sending off certain players didn't work, many a career cheat just kept sneaking back on! To combat this, the NAF introduced guidelines requiring every stadium to feature a secure dungeon where miscreants could be locked away until the final whistle.

Not every stadium owner welcomed this expensive new legislation. Consequently, many dungeons aren't up to code, and the chances of keeping a player committed to dirty play under lock and key aren't great when the dungeon locks are unreliable and the bars are surprisingly far apart.

During Step 2 of the end of a drive sequence, each coach rolls a D6 for each of their players that have been Sent-off for any reason. On a roll of 5+, the player is returned to the Reserves box.

LUXURY STADIUM

D6 ATTRIBUTE

- 1 **Integrated Merchandise Stalls:** From team flags and noisemakers to giant, pointing fingers and woodcut portraits of popular players, this stadium sells it all. What's even better is the teams are entitled to a healthy cut of the profits, huzzah! During Step 1 of the post-game sequence, each team receives an additional D3 x 10,000 gold pieces in winnings (each coach rolls a D3 and applies the result to their team's winnings).
- 2 **Reputation for Spectacle:** This stadium is well-known for the spectacular games (and half-time shows) it hosts, and visiting teams can expect a sizeable allowance from the promoters to make the game more interesting. During Step 4 of the pre-game sequence, both coaches are awarded additional gold pieces in the form of petty cash to spend on Inducements for the game ahead. To determine how much, each coach rolls a D6. The results are then added together and multiplied by 10,000. Each team gains that many gold pieces in petty cash.
- 3 **Broadcast Studio:** Every game played at this stadium goes out live on one of the big networks. Every single one, even the rather rubbish ones. Unsurprisingly, the big names of the game are always happy to be seen running across the pitch or shouting from the sidelines at this stadium. During Step 4 of the pre-game sequence, Star Players, Mercenary Players, (In)Famous Coaching Staff, Named Wizards and Biased Referees can all be Induced for D3 x 10,000 gold pieces less than normal (to a minimum of 10,000 gold pieces). Roll separately for each Inducement you wish to hire to determine the discount being offered.
- 4 **On-site Apothecaries:** This stadium is so well-heeled that the teams are given top-notch, first-class medical assistance, often by trained medical professionals capable of giving them more than just a shave and a haircut! During Step 4 of the pre-game sequence, a team that can hire an apothecary is granted a free Wandering Apothecary Inducement.
In the case of teams that are unable to hire an apothecary:
 - A team with the 'Masters of Undeath' special rule is granted a free Mortuary Assistant Inducement.
 - A team with the 'Favoured of Nurgle' special rule is granted a free Plague Doctor Inducement.
- 5 **Enclosed Pitch:** The pitch is surrounded by a high and sturdy wall, or is built into the very ground in the form of a pit. Spectators sit high above the pitch, looking down upon the action below. Players cannot be pushed into the crowd for any reason. Rather than being pushed into the crowd, a pushed back player is instead slammed with great force into the stadium wall and is Knocked Down in the square they occupy.
In addition, the ball cannot bounce into the crowd (though a kick-off or Pass action can still cause the ball to deviate or scatter into the crowd). Instead of bouncing into the crowd and being thrown-in, the ball will bounce off a wall. Use the Throw-in template to determine the direction as normal, but rather than travel 2D6 squares, the ball bounces only one square away from the wall before coming to rest.
Note that thrown players can land in the crowd as normal.
- 6 **Deluxe Seating:** The stands at this stadium have all the mod cons: heated seats, plentiful bars and even toilet facilities! The resultant good mood amongst the fans means the atmosphere is very jovial and, consequently, generates lots of support for the teams.
During each start of drive sequence after the first, between Steps 2 and 3, each coach rolls a D3 and adds their team's current Dedicated Fans characteristic. If the result is higher than their team's Fan Factor for this game, their team gains one extra team re-roll for the drive ahead. If this team re-roll is not used before the end of this drive, it is lost.

LOCAL CROWD

D6 ATTRIBUTE

- 1** ***Ale-fuelled Maniacs:*** The local fans are a bunch of rabid nutters, and that's before they start drinking. At the start of each drive, before rolling on the Kick-off Event table, roll a D6. On a roll of 1 during the first half, or a roll of 1 or 2 during the second half, do not roll on the Kick-off Event table. Instead, roll another D6:

 - On a roll of 1, resolve a Get the Ref result.
 - On a roll of 2-3, resolve a Time-out result.
 - On a roll of 4-5, resolve an Officious Ref result.
 - On a roll of 6, resolve a Pitch Invasion result.
- 2** ***Boisterous Rabble:*** The crowd today has come for a good time and is looking to get seriously involved in the game! The stadium's security staff are doing their best to prevent the fans storming the pitch, but woe betide any player daft enough to set foot in the stands! Each coach's Fan Factor is increased by 1. In addition, if a player is pushed into the crowd, apply a +1 to the Injury roll. Finally, if a Pitch Invasion result is rolled on the Kick-off Event table at any point, apply a +1 modifier to the D3 when determining how many players are affected.
- 3** ***Know-it-all Hecklers:*** Everyone in this crowd seems to be an expert on the finer points of the rules of the game and their screamed corrections are doing nothing to improve the referee's temper. If a player commits a Foul which results in the victim of the action being removed from the pitch, but is not Sent-off for doing so, roll a D6:

 - On a roll of 4+, the referee ignores the crowd's indignation.
 - On a roll of 1-3, the referee hears the crowd's screamed indignation and the player is Sent-off.
- 4** ***Bunch of Pacifists:*** The local crowd are much happier watching the violence than getting involved... the weirdos! If a Pitch Invasion result is rolled on the Kick-off table, roll again. In addition, if a player is pushed into the crowd, roll a D6:

 - On a roll of 4+, there is no risk of Injury by the Crowd and the player is placed in their team's Reserves box.
 - On a roll of 1-3, the player risks Injury by the Crowd as normal.
- 5** ***Fickle Fans:*** Maybe this stadium gives away lots of free tickets because at least half of the crowd look like they've got places they'd rather be. At the end of each drive, roll a D6 to determine if the fans have started leaving:

 - On a roll of 2+, the fans are willing to stay for a little while longer.
 - On a roll of 1, fans have started leaving and both teams must reduce their Fan Factor by 1.

Note that neither team's Fan Factor can fall below 0.

In addition, if the ball leaves the pitch, it might take a while for someone to throw it back. Unless this is the final turn of the half, roll a D6:

 - On a roll of 4+, the ball is thrown back in as normal.
 - On a roll of 1-3, the ball is not thrown back in until the end of the next team turn.

In either case, the ball is thrown in as normal from the last square it occupied before leaving the pitch.
- 6** ***Solemn and Silent:*** An old sporting legend tells of the god, Kri-wiket, who forbade any noise other than polite applause at the day-long games played in his honour. The crowd at this stadium seems determined to follow his teachings! For the duration of this game, cheerleaders have no effect on Kick-off Event table results. In addition, if a player is pushed into the crowd, they do not risk Injury by the Crowd and can return to play at the start of their next team turn. When a player is returned to the pitch in this way, they are Placed Prone in a square that is both:

 - a. Adjacent to the Sideline.
 - b. As close as possible to the square they last occupied when pushed off the pitch.

BECOMING RESIDENTS

If a team finds a stadium they like, they might petition the owners to take them on as a resident team. The benefits are obvious: a big billboard out front with their name on it, an inflated sense of self-importance, and most importantly, the ability to use the stadium's quirks to their advantage.

In league play, any team can attempt to strike a residency deal with the owners of a stadium they have just played in, as long as it has a special Attribute and if another team in the league doesn't already have a residency deal there. At the end of Step 1 of the post-game sequence, a coach that wishes to strike a residency deal should roll a D6 on the table below, applying the following modifiers:

- If the team won the game, apply a +1 modifier.
- If the team lost the game, apply a -1 modifier.
- If the team has an Ongoing Sponsorship, apply a +1 modifier (+2 if their Ongoing Sponsorship is a Major Sponsorship).
- If the team's Dedicated Fans characteristic is 4 or more, apply a +1 modifier.
- If the team's Dedicated Fans characteristic is 7 or more, apply a +2 modifier.

RESIDENCY TABLE

D6	RESULT
5 or less	Rejected: The stadium owners aren't keen, and the deal is not made.
6-8	It'll Cost You: The stadium owners will let the team stick around... for a small donation. The deal is made, but all of the team's winnings from this game are forfeit. The team can choose to reject the offer and keep the winnings.
9+	Unconditional Offer: The owners are delighted by the team's offer, and the deal is made.

Should both teams wish, they may both attempt to strike a residency deal. Should this happen, the team that rolls the lowest has their offer automatically rejected, regardless of the actual result on the table above. In the case of a tie, both teams should roll on the table above again.

Once a team has struck a residency deal, its coach should both make a note of this on their Team Draft list and inform the league commissioner. The team's new home stadium should of course be given a name, and its special Attribute should be noted down. A team can only ever have one home stadium – however, they can cancel the contract at any time (for example, after playing at another stadium they prefer) by spending 50,000 gold pieces to cover the moving costs.

The league commissioner should keep a record of all the teams that have struck residency deals and the Attribute of their home stadia.

BENEFITS OF RESIDENCY

Having a stadium to call home brings huge benefits, but just because a team has a home stadium, that doesn't mean they'll always play there – after all, no Blood Bowl player wants to give up a carefree life on the open road!

Before Step 1 of the pre-game sequence, before rolling on the Random Stadium table, check whether either team has a home stadium:

If one or both of the teams does, the coaches should each roll a D6, re-rolling ties. The winning coach then rolls on the Random Stadium table. If the result is 6-8, the game takes place at an average, regulation stadium as normal. Otherwise, the coach can choose to play at their home stadium (using its Attribute) instead of rolling on the Unusual Playing Surface, Rough & Ready Stadium, Luxury Stadium or Local Crowd table.

In a league, a team can only face each other team in its division in one league fixture per season at its home stadium; if they play against the same team again in the same season, they count as not having a home stadium.

When a team plays at their home stadium, they may apply a +1 modifier to the D3 roll when determining their Fan Factor for the game. In addition, it's understood that playing against a home team can be disadvantageous, so it's common to sweeten the deal for the away team. The opponent of a team that is playing at their home stadium gets an additional 50,000 gold pieces in petty cash for the purchase of inducements.

Finally, if a player from the home team is pushed into the crowd, roll a D6. On a roll of 5+, they are safeguarded by local fans. There is no risk of Injury by the Crowd and the player is placed directly into the Reserves box.

LOSING RESIDENCY

When things take a turn for the worse, stadium owners have an incredible knack for finding loopholes in even the most well-worded residency contract and breaking off the deal. If a team with a home stadium loses a game (whether that game took place at the home stadium or elsewhere), they might lose their residency. Of course, if they can still draw a crowd, they've got a strong argument in their favour! Roll a D6 at the start of Step 4 of the post-game sequence. If the result is higher than the team's current Dedicated Fans characteristic, or is a natural 6, the team is booted out of the stadium and loses its residency – delete it from their roster. Otherwise, the team is allowed to stay. After rolling, the coach can sweeten the deal by spending gold from their Treasury – each 30,000 gold pieces spent deducts 1 from the result of the dice roll. A roll of 6 cannot be modified in this way.

TAKING OWNERSHIP

For a successful team, owning their home stadium is a real mark of prestige and can even be a sound investment! A team with a residency can buy their home stadium during Step 4 of the post-game sequence, whether or not they played that game at their home stadium. The cost to buy a stadium is 250,000 gold pieces. If the team pays this amount, they should update their roster to show that they now own their home stadium. A team can only own one stadium at a time, and they cannot take up a residency at a different stadium while they own one – if they wish to do so, they must first sell up as described opposite.

When a team plays at a stadium they own and wins, their winnings are increased by D3 x 10,000 gold pieces. If they play at a stadium they own and lose, their winnings are decreased by D3 x 10,000 gold pieces.

Most importantly, a team that owns its home stadium is never at risk of losing its residency, no matter how many games it loses.

PARTIAL PAYMENTS

Several banks, ever aware that Blood Bowl teams often struggle to save up enough money to buy a stadium, offer a regulated system to those who wish to purchase a piece of prime grassland surrounded by wooden stands. Instead of paying the full amount for a stadium, a team can spend 70,000 gold pieces during Step 4 of the post-game sequence. This puts 50,000 gold pieces into the team's Stadium Fund (the other 20,000 goes... elsewhere), which should be noted on the Team Draft list.

The team counts the gold in the Stadium Fund as a discount on the price of a stadium; for example, if a team has 100,000 gold pieces in their Stadium Fund, they could buy a stadium for 150,000 gold pieces. Teams cannot access the gold pieces in their Stadium Fund for any other reason, no matter how much they might want to, even if the team loses its residency. The only way for gold pieces to be removed from the fund is for the team to buy a stadium, at which point the fund is emptied.

Should a team lose its residency, the gold pieces in the fund are unaffected. Should the team strike a residency deal with another stadium, the gold pieces in the fund will become available should the team wish to buy that stadium.

SELLING UP

At the start of Step 4 of the post-game sequence, a team that owns a stadium can choose to sell it, whether or not they played that game at the stadium. To make the sale, the team's coach rolls a D6 on the table below to see how successful the sale is:

SELLING UP TABLE

D6	RESULT
1	Swindled: Through some very dodgy dealing indeed, a third party purchases the stadium for a pittance. The team no longer owns the stadium and receives 2D6 x 10,000 gold pieces.
2-5	Sold at a Loss: This is the normal way of things – after all, wear and tear on Blood Bowl stadia is rather excessive! The team no longer owns the stadium and receives 100,000 gold pieces plus an additional 2D6 x 10,000 gold pieces.
6	Break Even! Don't question how you did it, just be glad you did. The team no longer owns the stadium and receives 250,000 gold pieces.

USING UNUSUAL BALLS

Once per game, after Step 1 but before Step 2 of the Start of Drive sequence when they are the kicking team, the coach can declare that they will use an unusual ball. There are two ways in which the attributes of the unusual ball can be determined:

1. Roll a D16 on the Unusual Ball Attributes table.
2. Select a single attribute from the Unusual Ball Attributes table.

During Step 2 of the Start of Drive sequence, the coach must nominate one player from their team to be the kicking player. If the roll on the Kick-off table is a double, the ref calls the kicking player out for their flagrant rules violation and they are immediately Sent-off as though they had committed a Foul (before resolving the Kick-off result). Note that even if the player is Sent-off, the special ball remains in play for this drive!

For the duration of the drive, the rules for the unusual ball in use apply. Aside from these rules, an unusual ball still counts as a normal ball in all respects. At the end of the drive, the unusual ball is removed by the referee and replaced with a normal ball during the next Start of Drive sequence.

UNUSUAL BALL ATTRIBUTES TABLE

D16	ATTRIBUTE
1	Explodin' Ball
2	Daemonic Ball
3	Stacked Lunch Ball
4	Draconic Egg
5	Spiteful Sprite Ball
6	Master-hewn Ball
7	Extra Spiky Ball
8	Greedy Nurgling Ball
9	Ball of Dark Majesty
10	Shady Special Ball
11	Soulstone Ball
12	Frozen Ball
13	Sacred Egg Ball
14	Snotling Ball-suit
15	Limpin' Squig Ball
16	Warpstone Brazier Ball

MULTIPLE BALLS

If a second ball ever comes into play for any reason (perhaps due to a Special Play card, for example), it is always a normal, regulation Blood Bowl ball. Things are quite mad enough on the Blood Bowl pitch without multiple unusual balls in play!

(3) STACKED LUNCH BALL

As every good chef knows, any food dropped on the floor is fine provided it's picked up quickly! This is generally known as the 'five second rule' throughout the Old World. Consequently, there is an additional +1 modifier applied to any attempt made to pick up the Stacked Lunch Ball.

Additionally, when any player on the kicking team performs a Block action (on its own or as part of a Blitz action) and the target is in possession of the Stacked Lunch Ball, the active player is considered to have the Strip Ball skill.

Finally, should any player that is in possession of the Stacked Lunch ball score a touchdown, immediately after the touchdown is scored roll a D6:

- On a roll of 2+, a touchdown is scored as normal.
- On a roll of 1, the player is unable to contain their hunger and treats themselves to a mid-game snack. Unfortunately, such gluttony is instantly rewarded by terrible stomach ache and the player must miss the next drive (which serves them right for eating food that's been on the floor!).

(1) EXPLODIN' BALL

When the Explodin' Ball is placed, the coach of the kicking team places a marker – a spare ball is ideal – on any space on their Score tracker to represent the length of the fuse. At the end of each team turn, the coach of the kicking team rolls a D6:

- On a roll of 6, move the marker two spaces towards 0.
- On a roll of 2-5, move the marker one space towards 0.
- On a roll of 1, the fuse goes out, and the Explodin' Ball is treated as a regular ball from now on – however, the coach of the kicking team may spend a team re-roll to keep the fuse alight (the marker does not move this turn).

If the marker moves onto the 0 space, it is removed and the ball explodes! Should a drive end while the marker is still on the tracker, it is removed with no effect.

When the ball explodes, roll a D6 for each player in an adjacent square – they are Knocked Down on a roll of 4+. If they are already Prone or Stunned, make an Armour roll for them as though they had been Knocked Down. In addition, if a player was carrying the ball, they are Knocked Down automatically. Note that an Explodin' Ball will not prevent a touchdown being scored, but the roll should still be made at the end of the turn to see whether the ball blows up while the player is celebrating...

After the ball has exploded, and if the drive is still going, a replacement is thrown in by a sideline official. Place a regular ball in the square where the Explodin' Ball was. The replacement ball will scatter before landing.

(2) DAEMONIC BALL

Whenever a player attempts to pick up this ball, roll a D6:

- On a roll of 3+, the player attempts to pick up the Daemonic Ball as normal.
- On a roll of 1 or 2, they recoil in horror and refuse to even try. The ball will bounce once but no turnover is caused. If the ball bounces into an occupied square, that player will attempt to catch it as normal.

Additionally, when a player carrying the Daemonic Ball ends their movement, and if no Pass action has yet been made this team turn, roll a D6. On a roll of 1, the player must attempt to pass the ball to another player on their team if possible or to an empty square if no friendly players are in passing range.

Finally, whenever a Daemonic Ball comes to rest in an unoccupied square, roll a D6. On a roll of 6, the ball cracks, weakening the dark enchantment and allowing the bound Daemon to break free. For the remainder of this drive treat the ball as a normal, regulation Blood Bowl ball.

(4) DRACONIC EGG

At the start of any team turn in which a Draconic Egg Ball is on the ground, it will bounce once as the young creature inside attempts to hatch into the world. If the Draconic Egg Ball bounces into an occupied square, the player must attempt to catch it. If the player fails to catch it, or if the square is occupied by a Prone or Stunned player, the ball will bounce again.

Finally, should any player that is in possession of the Draconic Egg Ball score a touchdown, immediately after the touchdown is scored roll a D6:

- On a roll of 2+, a touchdown is scored as normal.
- On a roll of 1, the player's enthusiastic spiking of the ball into the End Zone has broken the egg and the creature inside bursts forth and savages them, causing the player to be immediately Knocked Down. When a player is Knocked Down in this way, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

(6) MASTER-HEWN BALL

Every time the Master-hewn Ball deviates, it will move only D3 squares in a direction determined by rolling a D8 and referring to the Random Direction template, rather than moving the usual D6 squares. Additionally, it does not scatter as a result of a 'Changing Weather' result on the Kick-off Event table.

When passing the Master-hewn Ball, Long bombs cannot be attempted, and the Hail Mary skill cannot be used. Should a player fail an attempt to catch the Master-hewn Ball following a Pass action (including attempting to catch a successful Interception), roll a D6 after the ball has bounced. If the roll is equal to or higher than the player's ST characteristic, or is a natural 6, the player is Knocked Down.

If after deviating or scattering the Master-hewn Ball lands in a square that is occupied by a Prone or Stunned player, an Armour roll is made against that player after the ball has bounced.

(7) EXTRA SPIKY BALL

It may be quite standard for Blood Bowl balls to have spikes, the better to help with grip (and because it's funny watching a player trying to throw a ball that's literally stuck to their palm), but some teams take things to the extreme! It is not uncommon to see spikes several inches longer than the regulations permit and far sharper. Catching such a thing is more a matter of luck than skill!

When an Extra Spiky Ball lands in an unoccupied square, it will not bounce.

Additionally, when a player rolls a natural 1 when attempting to catch an Extra Spiky Ball (after re-rolls), make an unmodified Armour roll against that player:

- If the player's armour is not broken, they have caught the ball safely.
- If the player's armour is broken, they have not caught the ball well at all! The player becomes Prone and an Injury roll is made against them. This Injury roll cannot be modified in any way.

(5) SPITEFUL SPRITE BALL

At the start of any turn in which a Spiteful Sprite Ball is on the ground, it will bounce one square in a random direction as the Sprite attempts to make off with what it considers to be its new ball. If the Spiteful Sprite Ball bounces into an occupied square, the player must attempt to catch it but will suffer an additional -1 modifier as the Sprite attempts to fight them off. If the player fails to catch it, or if the square is occupied by a Prone or Stunned player, the ball will bounce again.

Additionally, when a player attempts to pick up the Spiteful Sprite ball, the Sprite will attempt to prevent them by scratching and biting. Apply an additional -1 modifier to any attempt made to pick up the Spiteful Sprite ball.

Finally, should the ball leave the pitch for any reason, the Sprite will escape with its prize. A replacement ball is used for the throw-in and these rules cease to apply.

(8) GREEDY NURGLING BALL

Whenever a player attempts to pick up this ball, roll a D6:

- On a roll of 3+, the player attempts to pick up the Greedy Nurgling Ball as normal.
- On a roll of 1 or 2, they recoil in horror and refuse to even try. The ball will bounce once but no turnover is caused. If the ball bounces into an occupied square, that player will attempt to catch it as normal.

At the start of any turn in which a Greedy Nurgling Ball is on the ground, it will bounce one square in a random direction as the Nurgling attempts to get away from the action. If the Greedy Nurgling Ball bounces into an occupied square, the player must attempt to catch it but will suffer an additional -1 modifier as the Nurgling attempts to fight them off. If the player fails to catch it, or if the square is occupied by a Prone or Stunned player, the ball will bounce again.

Finally, should any player begin their activation in possession of this ball, roll a D6. On a roll of 1 the Nurgling's enthusiastic struggles prove too distracting and the player must reduce their MA by 1 for the duration of this team turn as they squabble with an overfed Nurgling.

(9) BALL OF DARK MAJESTY

Any player in possession of the Ball of Dark Majesty gains the Really Stupid trait. If they already have the Really Stupid trait, they are unaffected by the influence of the Dark Gods.

Note that as soon as a player that gained the Really Stupid trait as a result of being in possession of the Ball of Dark Majesty loses possession of the ball, for any reason, they lose the Really Stupid trait.

(10) SHADY SPECIAL BALL

When a player attempts to pass a Shady Special Ball, apply an additional -2 modifier to the Passing Ability test.

In addition, as there is very little chance of a referee proving that the sabotage was deliberate (and not the result of shoddy ball care), the kicker is not Sent-off for employing a Shady Special should a double be rolled when rolling on the Kick-off Event table.

(11) SOULSTONE BALL

When a player picks up or catches the Soulstone Ball, or starts their activation in possession of it, their coach can choose a Skill belonging to a player that is currently in their team's Casualty box – the player in possession of the ball immediately gains that Skill until the end of this team turn or until they are no longer in possession of the ball. Mutation skills and traits may not be chosen.

If there are no players currently in their team's Casualty box, the player cannot gain a Skill and instead gains the Foul Appearance skill.

(12) FROZEN BALL

If at the start of either team's turn the Frozen Ball is in the possession of a player, that player's coach must roll a D6. On a roll of 1, the icy cold touch of the ball has deadened the player's fingers (or tentacles, or whatever the case may be) and they are no longer able to grip the ball. The ball is dropped and will bounce. This does not cause a Turnover.

(14) SNOTLING BALL-SUIT

During each of their team turns, the coach of the kicking team can activate the ball to perform a Move action as if it were a player on their team! If, when activated, the ball is in the possession of a player on the receiving team, it must first try to escape. The coach of the receiving team makes an Agility test for the player in possession of the ball, applying a +1 modifier. If this test is passed, they keep possession of the ball, and it cannot perform an action this turn. Otherwise, it bounces once, using up one square of its MA, and can then carry on moving.

The ball has an MA equal to the roll of a D3 (rolled each time the ball is activated) and it can never Rush. For each square the ball moves, the coach of the kicking team places the Throw-in template over it, facing towards either End Zone or either Sideline as they wish. Then they roll a D6 and move the ball one square in the indicated direction; the ball automatically passes any Agility tests it may be required to make in order to Dodge, regardless of any modifiers. Repeat this process for each and every square the ball moves. If this movement takes the ball off the pitch, it is thrown back on as normal and its move ends.

If the ball moves into a square that is occupied by a standing player, that player must attempt to catch it, as though it were a bouncing ball.

It should go without saying, but here it is – a Snotling Ball-suit cannot score a touchdown by itself, it must be in the possession of a player!

(15) LIMPIN' SQUIG BALL

At the start of each team's turn, the Limpin' Squig Ball will make a break for freedom. If the ball is in the possession of a player, roll a D6:

- On a roll of 2+, the player proves quite an adept squig handler and keeps a tight hold on the beast.
- On a roll of 1, the squig breaks free and bounces once. Note that this does not cause a Turnover.

If the Limpin' Squig Ball is not in the possession of a player at the start of a team turn, it will try to hop away, bouncing D3 times. If it bounces into a square occupied by a Standing player that has not lost their Tackle Zone and they fail to catch it, it bounces normally, disregarding the D3 roll.

Additionally, should any player score a touchdown with the Limpin' Squig Ball, roll a D6. On a roll of 1, the squig sinks its yellowed fangs into the player's hand. For the remainder of this game, the player that scored the touchdown must reduce their Agility characteristic by 1.

(13) SACRED EGG BALL

If, at the start of any of the receiving team's turns, the Sacred Egg Ball is in the possession of a player that belongs to the receiving team, the coach of the receiving team must roll a D6. On a roll of 1,

The ball is dropped immediately, causing it to bounce. Note that this does not cause a Turnover. Once the ball has come to rest, the receiving team's turn continues.

(16) WARPSTONE BRAZIER BALL

Whenever a player rolls a natural 1 when attempting to pick up, catch or intercept a Warpstone Brazier Ball (after re-rolls), the player finds their physical form temporarily warped! Roll a D6 on the table opposite to see what happens – if a player is granted a Skill or Trait they already have, this roll has no additional effect. The effects of the Warpstone Brazier Ball last until the end of the drive, or until the player is (un)lucky enough to roll again on the table opposite:

D6 EFFECT

- 1 **Spontaneous Combustion:** The player is immediately Knocked Down. You may modify either the Armour roll or Injury roll by +1.
- 2 **Temporal Instability:** The player moves out of phase with reality, gaining the No Hands trait.
- 3 **Shrunken Head:** The only thing worse than a tiny head is the realisation that your helmet no longer fits. The player gains the Bone Head trait.
- 4 **Massively Obese:** The player expands in size until they are a hulking mass of flesh. The player's MA is reduced by 1, to a minimum of 1, and their AV is improved by 1, to a maximum of 11+.
- 5 **Leprous Flesh:** Skin and flesh hang from the player in sickening folds. The player gains the Foul Appearance skill.
- 6 **Thorny Carapace:** The player's body sprouts a thick, spiked shell. The player gains the Iron Hard Skin skill and their AV is improved by 1, to a maximum of 11+.

SPRING WEATHER TABLE

2D6 RESULT

- 2 **Morning Dew:** The pitch is dew-covered from the cold of night, making everything a little slippery. Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, apply a -1 modifier every time a player makes an Agility test to pick up the ball.
- 3 **Blossoming Flowers :** The flowers are blooming, the tree sap is pumping and the pollen count is high, forcing the hay fever-afflicted referee to seek shelter indoors. Whilst this weather condition is in effect, players cannot be Sent-off for committing a Foul, even if they roll a natural double on either the Armour roll or the Injury roll.
- 4-10 **Perfect Conditions (well, almost):** It's not quite warm but then again, it's not quite cold – ideal weather for a game of Blood Bowl!
- 11 **Misty Morning:** A haze of thick mist has descended upon the pitch, greatly reducing visibility. Players can move only a maximum of six squares, although they may still Rush as normal. Additionally, only Quick and Short pass actions can be performed.
- 12 **High Winds:** The winds are whistling through the stadium and the players can barely hear each other. Roll a D6 each time a player on your team wishes to use a team re-roll. On a roll of 2+, you may use a team re-roll as normal. On a 1, a team re-roll cannot be used.

NEW WEATHER TABLES

Blood Bowl players are made from some pretty stern stuff and rarely do they let such trivial concerns as a bit of inclement weather stop them from taking to the pitch. Rain or shine, sleet or tornado, no matter the time of the year, excited fans are sure to find a game worth watching!

If both coaches agree, they can use one of the following tables in place of the Weather table in the *Blood Bowl* rulebook for the duration of the game. This is ideal for representing those games played at different times of the year and in different seasons, as well as those played in more extreme environments, such as the sweltering heat of the Badlands, or in the frozen chill of Norsca.

A league commissioner may also decide that an entire league season is being held at a particular time of year, or in a specific, and perhaps less hospitable, part of the world. In such cases, all games played during that league season can use one of the following tables as determined by the league commissioner to represent the overriding conditions.

If these tables are in use, any other rules that refer to the Weather table (for example, the Changing Weather result on the Kick-off Event table) refer automatically to the table that is in use, rather than the standard table in the *Blood Bowl* rulebook.

SUMMER WEATHER TABLE**2D6 RESULT**

- 2 *Sweltering Heat:*** Some players faint in the unbearable heat! D3 randomly selected players from each team that are on the pitch when a drive ends are placed in the Reserves box. They must miss the next drive.
- 3 *Melting Astrogranite:*** It's not just the players that are affected by the hot weather – even the pitch is melting! It might be the heat, or it might be the sticky footing, but the players are certainly struggling to move! The number of squares a player can attempt to Rush is reduced by one (to a minimum of one).
- 4-10 *Perfect Conditions (well, almost):*** It's still hot, but not as hot as it has been lately! A (tolerably) warm, dry and slightly overcast day provides perfect conditions for Blood Bowl.
- 11 *Blinding Rays:*** No cloud cover in the clear, blue skies and the relentless glare of the sun leaves the players squinting and shading their eyes. Apply a -1 modifier every time a player tests against their Passing Ability. Additionally, only Quick and Short pass actions can be performed.
- 12 *Monsoon:*** A sudden burst of torrential rain and high winds hits the pitch, making the ball slippery and erratic. Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or to attempt to interfere with a pass. Additionally, when the ball scatters, it moves from the square in which it was placed four times before landing, rather than the usual three.

AUTUMN WEATHER TABLE**2D6 RESULT**

- 2 *Leaf-strewn Pitch:*** Huge drifts of leaves have piled up at regular intervals across the pitch. It looks terrible, but they're soft to land on! When a player Falls Over or is Knocked Down, the coach of the opposing team must apply a -1 modifier when making an Armour roll against them.
- 3 *Autumnal Chill:*** Winter is fast approaching and players are reluctant to leave the comfortable warmth of the dugout. During the End of Drive sequence, apply a -1 modifier when rolling to see if a player recovers from being KO'd.
- 4-10 *Perfect Conditions (well, almost):*** It's not quite warm, but then again it's not quite cold – ideal Blood Bowl weather! A pleasant autumn afternoon provides perfect conditions for Blood Bowl.
- 11 *Pouring Rain:*** A torrential downpour leaves the players soaked and the ball very slippery! Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or to attempt to interfere with a pass.
- 12 *Strong Winds:*** If it wasn't for the winds, it would be a lovely day. The ball does not deviate normally. Instead, after placing the kick, the coach of the kicking team rolls a D8 to determine the direction in which the wind is blowing:

D8 Wind Direction

- 1-2** Towards the kicking team's End Zone.
- 3-4** Towards the receiving team's End Zone.
- 5-6** Towards the Sideline to the left of the kicking team.
- 7-8** Towards the Sideline to the right of the kicking team.

Next, place the Throw-in template over the square in which the kick was placed, with the central arrow (3-4) pointing in the direction in which the wind is blowing. The kick then deviates in a direction determined by rolling a D6 and referring to the Throw-in template.

Additionally, the number of squares the ball moves is determined by rolling a D8, rather than a D6.

PRIMORDIAL RAINFOREST WEATHER TABLE**2D6 RESULT**

- 2 *Praise the Sun Gods:*** The sun beats down upon the jungle canopy, turning the air below into a furnace and turning the ground to rock! If a player Falls Over whilst Rushing, apply a +1 modifier to the Armour roll. Additionally, apply all of the Heat Wave weather condition rules as well.
- 3 *Heat Wave:*** A glorious day, but as the heat begins to rise, it becomes harder for players to push themselves. Apply a -1 modifier every time a player attempts to Rush an extra square. Players also find it harder to get motivated and get back on the pitch. Additionally, during Step 2 of the End of Drive sequence, apply a -1 modifier when rolling to see if any player in the Knocked-out box recovers.
- 4-10 *Perfect Conditions (well, almost):*** It's muggy and the mosquitos are out, but otherwise it's perfect Blood Bowl weather.
- 11 *Jungle Showers:*** It's raining those big, fat jungle raindrops, making the ball slippery and difficult to hold. Apply a -1 modifier every time a player makes an Agility test to pick up or catch the ball, or whenever a player attempts to interfere with a pass.
- 12 *Tropical Monsoon:*** Sheets of rain pour through the tree canopy creating a wall of water, the ground becomes boggy and visibility is severely reduced. While the monsoon persists, only Quick pass or Short pass actions can be attempted and the number of squares a player can attempt to Rush is reduced by one (to a minimum of 1).

WINTER WEATHER TABLE**2D6 RESULT**

- 2** *Cold Winds:* The fans are shivering in the stands as a viciously cold wind blows steadily down the pitch. Apply a -1 modifier every time a player tests against their Passing Ability. Players also find it harder to get motivated and get back on the pitch. Additionally, during Step 2 of the End of Drive sequence, apply a -1 modifier when rolling to see if any player in the Knocked-out box recovers.
- 3** *Freezing:* A sudden cold snap turns the ground as hard as granite (and not the 'astro' variety that players are used to). When a player Falls Over or is Knocked Down, the coach of the opposing team must apply a +1 modifier when making an Armour roll against them.
- 4-10** *Perfect Conditions (well, almost):* It's rather chilly and it's threatening to rain (or snow), but considering the time of year, the conditions are almost perfect for Blood Bowl.
- 11** *Heavy Snow:* The snow is several feet deep, making it very difficult indeed to run up and punch someone! When a player performs a Block action as part of a Blitz action (but not on its own), their Strength characteristic is reduced by 1 when comparing their Strength against the Strength of the target of the Block action.
- 12** *Blizzard:* Freezing conditions and heavy falls of snow make the footing treacherous. Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, the poor visibility means that only Quick and Short passes can be attempted.

SUBTERRANEAN WEATHER TABLE**2D6 RESULT**

- 2** *Bubbling up from Below:* The players are aghast as viscous liquid begins to seep up from below. Whether this is a natural phenomenon, the result of sabotage or a dire warning that stadia have no place being built above sewage pipes, it's definitely not pleasant. All players on the pitch subtract 1 from their MA.
- 3** *Gloomy:* The torches are in need of replacing, and the shadows are growing long. All Long pass and Long bomb Pass actions suffer an additional -1 modifier. Additionally, when a player attempts to Rush for a second or subsequent time during their activation, apply an additional -1 modifier.
- 4-10** *Perfect Conditions (well, almost):* The light of the sun might be missing, but the conditions are almost perfect for Blood Bowl.
- 11** *Thermal Geysers:* Vapour begins to whistle up from cracks in the ground, followed by forceful gouts of roiling steam. If a player on your team Falls Over or is Knocked Down, roll a D6. On a roll of 1, they crack open a thermal geyser. That player is immediately catapulted through the air. Immediately treat that player as being thrown (as if they had the Right Stuff trait) by another player (with the Throw Team-mate trait), and treat the quality of the throw as terrible.
- 12** *Seismic Activity:* "Uh oh... was that a tremor?" Roll a D6 at the end of each team turn, adding 1 to the result for each player on the pitch with a Strength of 5 or more. On a roll of 6+, rocks tumble down from up above. Both coaches roll off. The coach that rolls the lowest randomly selects one of their players from among those on the pitch. That player is struck by a falling rock and Knocked Down. If the roll-off results in a tie, do not roll again. Instead, both coaches must randomly select a player to be struck by a falling rock.

GRAVEYARD WEATHER TABLE**2D6 RESULT**

- 2** *Angry Locals:* An angry mob of locals has arrived at the stadium looking for the town Necromancer. Unable to find the fiend, they decide he's disguised himself as one of the players! Both coaches roll off. The coach that rolls the lowest randomly selects one of their players from among those on the pitch. That player is immediately removed from the pitch and placed in the Reserves box, where they will hide until the end of the game, or until this weather condition is replaced by another. If the roll-off results in a tie, do not roll again. Instead, both coaches must randomly select a player to hide from the locals. If this weather condition is rolled again, this process is repeated; the locals are nothing if not generous in their misplaced suspicion of the players!
- 3** *Fog:* A real pea-souper has descended, reducing visibility to almost nothing! While the fog persists, only Quick pass or Short pass actions can be attempted and the number of squares a player can attempt to Rush is reduced by one (to a minimum of 1). Additionally, the referee is far less likely to spot any foul play that occurs. Whilst this weather condition is in effect, players cannot be Sent-off for committing a Foul, even if they roll a natural double on either the Armour roll or the Injury roll.
- 4-10** *Perfect Conditions (well, almost):* It's a bit gloomy, and there's a strong suggestion of faint voices whispering too quietly to be heard, but otherwise it's perfect Blood Bowl weather.
- 11** *Pouring Rain:* A torrential downpour leaves the players soaked and the ball very slippery! Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or to attempt to interfere with a pass.
- 12** *Lightning:* Thunder rumbles and the night sky is lit up by regular lightning strikes. At the end of every team turn, roll a D6. On a roll of 1, a single randomly selected player on the active team is struck by lightning and immediately Knocked Down. When a player is Knocked Down by lightning, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.

DESOLATE WASTELAND WEATHER TABLE

2D6	RESULT
2	Tremors: The ground is constantly shaking and shuddering. At the end of every team turn, roll a D6 for each Standing player on the active team that is currently on the pitch. On a roll of 1, that player loses their balance and is Placed Prone.
3	Pouring Rain: A torrential downpour leaves the players soaked and the ball very slippery! Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or to attempt to interfere with a pass.
4-10	Perfect Conditions (well, almost): It's not quite warm but then again, it's not quite cold – ideal weather for a game of Blood Bowl!
11	Lava Bombs: A local volcano is erupting a bit, causing lumps of volcanic rock to rain down for miles around. Whilst this weather condition is in effect, all players are considered to have the Bone Head trait – representing them constantly looking skyward to avoid being struck by unexpected lumps of falling rock.
12	Strong Winds: If it wasn't for the winds, it would be a lovely day. The ball does not deviate normally. Instead, after placing the kick, the coach of the kicking team rolls a D8 to determine the direction in which the wind is blowing: D8 Wind Direction 1-2 Towards the kicking team's End Zone. 3-4 Towards the receiving team's End Zone. 5-6 Towards the Sideline to the left of the kicking team. 7-8 Towards the Sideline to the right of the kicking team. Next, place the Throw-in template over the square in which the kick was placed, with the central arrow (3-4) pointing in the direction in which the wind is blowing. The kick then deviates in a direction determined by rolling a D6 and referring to the Throw-in template. Additionally, the number of squares the ball moves is determined by rolling a D8, rather than a D6.

MOUNTAINOUS WEATHER TABLE

2D6	RESULT
2	Gale Force Winds: The wind is unbelievably strong, making passing play impossible and even affecting the kick-off! Whilst this weather condition is in effect, ignore Step 2 of the Start of Drive sequence – it is not possible for a kick-off to be resolved and a touchback is automatically caused instead. Additionally, whilst this weather condition is in effect, no Pass actions or Throw Team-mate actions can be performed.
3	Very Sunny: A glorious day, but the clear skies and bright sunlight interfere with the passing game! Apply a -1 modifier every time a player tests against their Passing Ability.
4-10	Perfect Conditions (well, almost): It's rather chilly and it's threatening to rain (or snow), but considering the time of year, the conditions are almost perfect for Blood Bowl.
11	Blizzard: Freezing conditions and heavy falls of snow make the footing treacherous. Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, the poor visibility means that only Quick and Short passes can be attempted.
12	Ice Storm: It is extremely cold, so cold in fact that it is raining literal lumps of ice! The ice on the pitch is so treacherous that none of the players are willing to hurry, no matter how much their coach shouts! Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, all players on the pitch subtract 1 from their MA.

COASTAL WEATHER TABLE

2D6	RESULT
2	Gale Force Winds: The wind is unbelievably strong, making passing play impossible and even affecting the kick-off! Whilst this weather condition is in effect, ignore Step 2 of the Start of Drive sequence – it is not possible for a kick-off to be resolved and a Touchback is automatically caused instead. Additionally, whilst this weather condition is in effect, no Pass actions or Throw Team-mate actions can be performed.
3	Strong Winds: If it wasn't for the winds, it would be a lovely day. The ball does not deviate normally. Instead, after placing the kick, the coach of the kicking team rolls a D8 to determine the direction in which the wind is blowing: D8 Wind Direction 1-2 Towards the kicking team's End Zone. 3-4 Towards the receiving team's End Zone. 5-6 Towards the Sideline to the left of the kicking team. 7-8 Towards the Sideline to the right of the kicking team. Next, place the Throw-in template over the square in which the kick was placed, with the central arrow (3-4) pointing in the direction in which the wind is blowing. The kick then deviates in a direction determined by rolling a D6 and referring to the Throw-in template. Additionally, the number of squares the ball moves is determined by rolling a D8, rather than a D6.
4-10	Perfect Conditions (well, almost): Neither too cold nor too hot. A warm, dry and slightly overcast day provides perfect conditions for Blood Bowl.
11	Torrential Rain: A torrential downpour is making the ball slippery and difficult to hold. Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or to attempt to interfere with a pass. Additionally, the poor visibility means that only Quick and Short passes can be attempted. Finally, all players on the pitch subtract 1 from their MA. However, such extreme downpours seldom last long. During the End of Drive sequence, after Step 2 but before Step 3, roll again on the Weather table.
12	Blizzard: Freezing conditions and heavy falls of snow make the footing treacherous. Apply a -1 modifier every time a player attempts to Rush an extra square. Additionally, the poor visibility means that only Quick and Short passes can be attempted.

DESERT WEATHER TABLE

2D6 RESULT

2 *Sweltering Heat:* Some players faint in the unbearable heat! D3 randomly selected players from each team that are on the pitch when a drive ends are placed in the Reserves box. They must miss the next drive.

3 *Very Sunny:* A glorious day, but the clear skies and bright sunlight interfere with the passing game! Apply a -1 modifier every time a player tests against their Passing Ability.

4-10 *Perfect Conditions (well, almost):* It's still hot, but it is bearable! Hot and dry but with a sufficient breeze to take the edge off makes for ideal Blood Bowl conditions.

11 *Strong Winds:* If it wasn't for the winds, it would be a lovely day. The ball does not deviate normally. Instead, after placing the kick, the coach of the kicking team rolls a D8 to determine the direction in which the wind is blowing:

D8 Wind Direction

1-2 Towards the kicking team's End Zone.

3-4 Towards the receiving team's End Zone.

5-6 Towards the Sideline to the left of the kicking team.

7-8 Towards the Sideline to the right of the kicking team.

Next, place the Throw-in template over the square in which the kick was placed, with the central arrow (3-4) pointing in the direction in which the wind is blowing. The kick then deviates in a direction determined by rolling a D6 and referring to the Throw-in template. Additionally, the number of squares the ball moves is determined by rolling a D8, rather than a D6.

12 *Sandstorm:* The shifting sands have been stirred up into a violent sandstorm and visibility is severely affected. Whilst this weather condition is in effect, no Pass actions or Throw Team-mate actions can be performed, and no player can attempt to Rush. Additionally, the referee has retreated indoors and isn't bothering to even pretend they're keeping an eye on the action! Whilst this weather condition is in effect, players cannot be Sent-off for committing a Foul, even if they roll a natural double on either the Armour roll or the Injury roll.

MATCH EVENTS

Match Events are a great way to add some unexpected situations to Blood Bowl games. Unlike Special Play cards, they are triggered at random during the match, and neither coach knows which Match Event will be triggered until it comes into play.

Match Events are not recommended for events such as tournaments, or during the play-off season of a league, as they can greatly unbalance the action in favour of one team over the other. As with any other optional rule, they should only be used if both players agree that they should be. In league play, the league commissioner should decide whether Match Events are in use; adding them will bring a lot of fun and flavour, but they can make games unpredictable. In other words, some coaches will love them, others might not! The best way to find out is to try out a few games with Match Events and see for yourself.

(1-2, 2) ENTHUSIASTIC APOTHECARY

The next time an Injury roll is made against a player from either team, and if the result is 8-9, KO'd or 10+, Casualty!, the Enthusiastic Apothecary will rush forward to help that player. Roll a D6. On a roll of 4+, change the result of the Injury roll to 2-7, Stunned.

Note that, if the next time a roll is made on the Injury table against a player from either team the result is a 2-7, Stunned, this Match Event expires without effect.

(1-2, 3) DODGY TRAPDOOR

Randomly select one of the two trapdoors on the pitch. Until the end of this drive, every time any player enters that Trapdoor square, for any reason, the trapdoor falls open and the player is immediately removed from play. Treat them exactly as if they had been pushed into the crowd. If the player was in possession of the ball, or should the ball come to rest in the Trapdoor square, it will be thrown back out by a helpful groundskeeper and deviates from the Trapdoor square.

(1-2, 4) MOMENT OF GLORY

Randomly select a player on the active team that is currently on the pitch. If that player is the first to be activated this team turn, they may re-roll a single dice rolled during their activation (this may be a dice rolled as a single dice, as part of a multiple dice roll, or as part of a dice pool). This re-roll may be used on its own, in conjunction with a Skill re-roll, or in conjunction with a team re-roll. Note, however, that a dice can never be re-rolled more than once, regardless of the source of the re-roll.

(1-2, 5) FEUD!

Randomly select one player on each team that is currently on the pitch. If at any point during the remainder of this game, one of those players selected performs a Block action (on its own or as part of a Blitz) that targets the other selected player, the player performing the Block may apply a +2 modifier to their Strength characteristic, and gains the Mighty Blow (+1) skill. This modifier is applied before counting assists, before applying any other Strength modifiers and before using any other Skills or Traits. This Match Event remains in effect for the duration of this game.

USING MATCH EVENTS

If Match Events are in use, each coach should roll a D16 at the start of each of their team turns, after moving their turn marker but before any player is activated. On the roll of a 1, something unexpected has happened and a Match Event is triggered. The coach of the active team immediately rolls a D8, and the coach of the inactive team rolls a D6. Both then consult the table below to see which of the Match Events has been triggered.

Once a Match Event has been triggered, it comes into effect immediately. After a Match Event has been triggered, there will not be another during the current half and there is no further need to roll a D16 at the start of each team turn for the remainder of the current half. If there is still a second half to play, both coaches should resume rolling a D16 at the start of each of their team turns during the second half. If the game goes into extra time, Match Events no longer apply.

MATCH EVENTS TABLE

D8	D6	MATCH EVENT
1-2	1	*Pop*
	2	Enthusiastic Apothecary
	3	Dodgy Trapdoor
	4	Moment of Glory
	5	Feud!
	6	Weather Magic
3-4	1	Wish Daemon
	2	Distracted Ref
	3	Magical Interference
	4	Streaker on the Pitch
	5	Dreadful Stench
	6	Tumbling Timber
5-6	1	Tizcan Wave
	2	Abusive Fans
	3	Amnesty
	4	Enchanted Ball
	5	Burning Barrel
	6	Commercial Endorsement
7-8	1	Sprinkler Malfunction
	2	Whiteout
	3	Appeal for Silence
	4	Camra Crash
	5	Pelted with Projectiles
	6	Total Darkness

(1-2, 1) *POP*

If the ball is not in the possession of a player, it is immediately removed from play and a marker placed in the square it was within. If the ball is in the possession of a player, that player is immediately placed Prone (it was a startlingly loud pop!), after which the ball will bounce until it comes to rest in an unoccupied square (a popped ball cannot be caught by any player). It is then removed from play and a marker placed in the square in which it came to rest.

After the popped ball has been removed from play, a replacement will not be made available until the referee has finished enjoying the antics. The coach of the active team rolls a D6 after each player has completed their activation, even if their activation ended with a Turnover. On a roll of 6, the referee tires of the display and a new ball is thrown onto the pitch. A new ball is placed on the pitch, in the square that contains the marker, and will immediately deviate from that square before landing.

Note that, until a 6 is rolled upon completing a player's activation, there will be no ball in play. This terrible predicament may continue indefinitely unless a 6 can be rolled (much to the amusement of the referee). However, at the end of the half, this Match Event ceases to apply and, at the start of the next half, a ball is made available to the players as usual.

(5-6, 4) ENCHANTED BALL

Until the start of the active team's next team turn, any player may apply a +1 modifier to any attempt to pick up or catch the ball.

(5-6, 5) BURNING BARREL

The coach of the active team may choose a target square anywhere on the pitch. The target square is moved D3 squares in a direction determined by rolling a D8 and referring to the Random Direction template. If the target square would move off the pitch, or would end in an occupied square, it stops moving. After moving the target square, the coach of the active team places a marker in the target square.

The square containing the marker is occupied by the burning barrel. Players cannot enter this square or be pushed into it, and if the ball lands in or bounces into this square it will bounce again. In addition, the squares adjacent to the barrel are ablaze, and any attempt to pick up the ball within one of those squares suffers an additional -1 modifier. If a player ends their activation standing within one of those squares, roll a D6. If the result is higher than that player's Strength characteristic, they are immediately Knocked Down.

At the start of each team turn, the coach of the active team rolls a D6, adding 1 to the result if the current weather conditions are Pouring Rain or a Blizzard. On a roll of 6+, the fire goes out and the marker is removed. Otherwise, it is removed at the end of the current drive.

(5-6, 6) COMMERCIAL ENDORSEMENT

Randomly select one player on the active team that is currently on the pitch. That player cannot be activated at all during this team turn. In addition, that player loses their Tackle Zone for the duration of this team turn.

(7-8, 1) SPRINKLER MALFUNCTION

Until the start of the active team's next team turn, apply an additional -1 modifier to all attempts to catch or pick up the ball, and to any passing interference attempts made.

(5-6, 2) ABUSIVE FANS

Until the end of this drive, any player, from either team, that is within three squares of either Sideline or either End Zone suffers an additional -1 modifier to any Agility or Passing Ability test they must make.

At the end of the drive, some players from each team make their way into the crowd to... discuss some of the criticisms levelled at them by some of the fans. Both teams immediately reduce their Fan Factor by 1.

(5-6, 3) AMNESTY

Any player that has been Sent-off during the game so far is permitted to return to play and is returned to the Reserves box of their team's dugout. If no player has been Sent-off, the referee will not watch for fouls for the remainder of this drive - if a Foul action is committed, the player committing it will not be Sent-off, even if a double is rolled (note that players can still be Sent-off for other reasons, such as using a Secret Weapon).

(3-4, 4) STREAKER

The coach of the active team places a marker to represent the Streaker in any unoccupied square that is adjacent to one of the Sidelines (but not an End Zone). At the end of each team turn, the coach of that team places the Throw-in template over the Streaker, facing directly towards the Sideline opposite the Sideline from which the Streaker entered. The Streaker moves D3 squares in a direction determined by rolling a D6 and referring to the Throw-in template. The Streaker automatically passes any Agility tests they may be required to make in order to Dodge, regardless of any modifiers. Should the Streaker move off the pitch, they are removed from play.

During each team turn, the Streaker is considered to be an opposition player in all respects (please note that 'in all respects' means 'in all respects' with no exceptions; the Streaker is determined to cause maximum disruption!). The Streaker has the following profile:

	MA	ST	AG	PA	AV
Streaker	D3	3	N/A	-	6+
Skills & Traits	Dodge, No Hands				

(3-4, 5) DREADFUL STENCH

The coach of the active team places a marker in any square adjacent to either Sideline or either End Zone. This marker does not occupy the square in any way; it is there simply to mark the location. Until the end of this drive, any player performing a Pass action or a Throw Team-mate action, attempting Passing Interference, or attempting to catch or pick up the ball, suffers an additional -1 modifier to any PA or AG tests they must make.

(3-4, 6) TUMBLING TIMBER

The coach of the active team rolls a D6. On a roll of 1-3, the Wide Zone to the left of their End Zone is affected; on a roll of 4-6, the Wide Zone to the right of their End Zone is affected. Make an Armour roll for each player in the affected Wide Zone, as the players are bombarded with torn-up timber:

- If the Armour of the player hit is broken, they become Prone and an Injury roll is made against them. This Injury roll cannot be modified in any way.
- If the Armour of the player hit is not broken, this Match Event has no effect.

(5-6, 1) TIZCAN WAVE

The coach of the active team places a marker in the leftmost square of their End Zone. This marker does not occupy the square in any way; it is there simply to mark the location. At the start of each team turn, including this one, the coach of the active team rolls a D16 and moves the marker that many spaces in a clockwise direction around the edge of the pitch.

If the marker is adjacent to one of the Sidelines, its effect extends through all of the squares in its row (i.e., between it and the opposite Sideline). If the marker is in an End Zone, its effect extends through all of the squares in its column (i.e., between it and the opposite End Zone).

Players from either team gain the Pro skill for as long as they occupy any square under the effect of the marker.

As soon as the marker reaches or passes the square it started in, or when the drive ends, it is removed from play.

(1-2, 6) WEATHER MAGIC

Each coach rolls a D6 and adds their Fan Factor, re-rolling ties. The coach who rolls the highest can change the current weather conditions as they wish, choosing any result on the Weather table and applying those conditions immediately. Note, however, that the weather conditions must change, in other words, if the current weather conditions suit the coach that won the roll-off, they must still change the weather conditions!

(3-4, 1) WISH DAEMON

The team with the lowest score is granted a single wish. If the score is tied, the team that started the game with the lowest Current Team Value is granted a single wish instead. If the score is tied and both teams started the game with the same Current Team Value, randomly select a team to be granted a wish.

The team that has been granted a wish places an appropriate marker on their dugout. Between now and the end of the game, they can discard the marker during any of their team turns in order to change the result rolled on any single dice (this may be a dice rolled as a single dice, as part of a multiple dice roll, or as part of a dice pool). This dice is not re-rolled; the coach may simply select the result they desire.

(3-4, 2) DISTRACTED REF

If the active team has fewer than 11 players on the pitch when this Match Event is triggered, its coach may remove one player from the Reserves box of their dugout and set them up anywhere on the pitch. This player can be activated as normal during this team turn.

If the coach of the active team does not have any players in their Reserves box to place on the pitch, or if they choose not to, a single player on their team may commit a Foul action during this team turn without being Sent-off should they roll a natural double on either the Armour roll or the Injury roll.

(3-4, 3) MAGICAL INTERFERENCE

The coach of the active team may choose a target square anywhere on the pitch. The target square is moved D3 squares in a direction determined by rolling a D8 and referring to the Random Direction template. After moving the target square, roll a D6 for each Standing player (from either team) that is either in the target square or a square adjacent to it:

- On a roll of 1-3, the player manages to avoid the Fireball.
- On a roll of 4+, the player has been hit by the Fireball.

Any Standing players hit by the Fireball are Knocked Down. When a player is Knocked Down by a Fireball, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made. If a player on the active team is Knocked Down, this does not cause a Turnover unless the Knocked Down player was in possession of the ball.

(7-8, 2) WHITEOUT

The stadium is suddenly blanketed by a thick screen of mist. Perhaps this is a freak meteorological occurrence, or maybe magical trickery is involved – or maybe one of the contraptions in the local Engineers Guild has backfired again...

For the remainder of the drive, any player wishing to move more than five squares during their activation must Rush in order to do so. For example, a player with MA 7 could move up to five squares normally, then up to four spaces by Rushing (this being the two remaining squares of their MA, plus the two Rush attempts that are normally allowed).

In addition, only Quick pass and Short pass actions can be attempted. Long pass and Long bomb Pass actions may not be attempted, and the Hail Mary Pass skill may not be used.

(7-8, 3) APPEAL FOR SILENCE

“Will the spectators please quieten down, and allow the players to concentrate on the game! This is the last time I shall ask nicely.” Unfortunately, telling a Blood Bowl crowd what to do is never wise, and asking nicely isn’t the only thing that the ref won’t be doing for a while...

Until the start of the active team’s next team turn, there is no referee! Both teams can commit up to three Foul actions during their team turn, rather than the usual one, and even if a natural double is rolled when making either the Armour or Injury roll, the player committing the Foul will not be Sent-off (note, however, that should the drive end before the start of the active team’s next team turn, players with the Secret Weapon trait can still be Sent-off).

(7-8, 4) CAMRA CRASH

High above the stadium, held aloft by alchemical ingenuity (and more than a little magic), a Cabalvision camra has been recording the match for broadcast. Suddenly, with a loud bang as something goes wrong within its workings, it is sent hurtling towards the pitch...

The coach of the active team may choose a target square anywhere on the pitch. The target square is moved D3 squares in a direction determined by rolling a D8 and referring to the Random Direction template. If the target square would move off the pitch, it stops moving. After moving the target square, the coach of the active team places a marker in the target square.

If the target square, or any square adjacent to it, is occupied by a player, that player is immediately pushed back at least once, but no more than twice, in a direction chosen by the coach of the opposing team, so that they do not occupy either the target square or any square adjacent to the target square. If this player was Standing, they are Knocked Down. If this player was Prone or Stunned, an Armour roll is made against them.

For the remainder of the drive, the square containing the marker, and every square adjacent to it, are occupied with wreckage. Players may Jump over a square occupied by wreckage, but may not otherwise move into, over or through a square occupied by wreckage. If the ball bounces into a square that is occupied by wreckage, it will continue to bounce until it is caught by a Standing player or it comes to rest in an unoccupied square.

(7-8, 5) PELTED WITH PROJECTILES

The crowd, whether because they disapprove of what’s happening on the pitch or because they’re just bored, start flinging empty bottles, discarded food baskets, rotten fruit and all manner of other projectiles at the players. It’s not enough to cause any harm, but it really does start piling up...

For the remainder of the drive, any attempts to pick up the ball suffer an additional -1 modifier. In addition, if a player wishes to Rush more than once during their activation, the second (and any subsequent attempts) will suffer a -1 modifier.

(7-8, 6) TOTAL DARKNESS

Hey, who turned out the lights? Thanks to strange and mysterious magical interference (or maybe it’s due to something less sinister, after all, some matches are played at night or underground, and sometimes it just goes dark!), the pitch is drowned in darkness.

Until the start of the active team’s next team turn, the MA of each and every player on the pitch is halved (rounding fractions up). In addition, all players suffer an additional -2 modifier when testing for the accuracy of a Pass action, or when attempting to catch the ball.

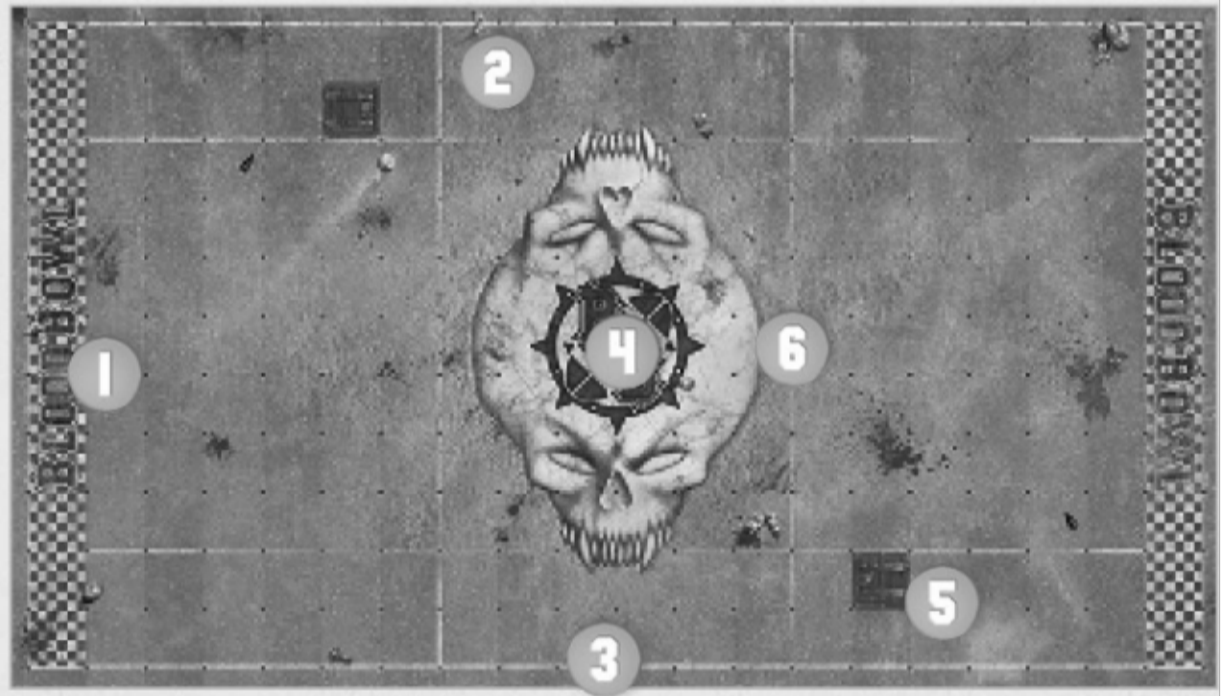
BLOOD BOWL SEVENS

SEVENS PITCH

A Blood Bowl Sevens pitch shares many similarities with a standard Blood Bowl pitch, but there are a few key differences to be aware of. A Blood Bowl Sevens pitch features:

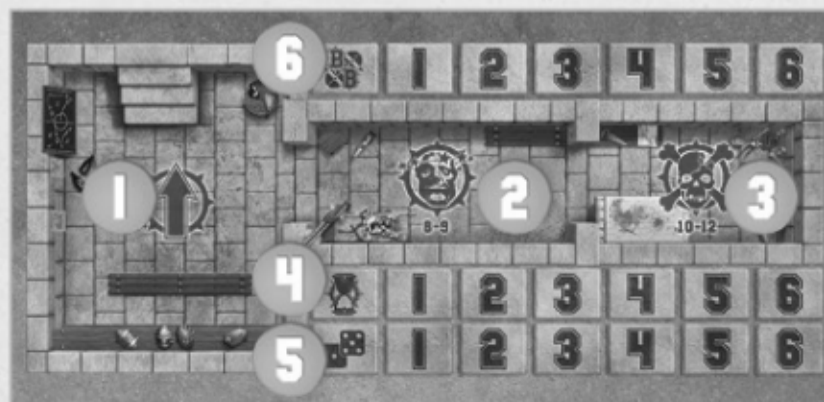
1. Two End Zones, one at each short end of the pitch.
2. Two Wide Zones, one at each side of the pitch, running from End Zone to End Zone.
3. Two Sidelines, running the length of the pitch, from one End Zone to the other.
4. The Centre Field, the area between each Wide Zone, running the length of the pitch from End Zone to End Zone.
5. There are two trapdoors on the pitch, one in each half, both positioned within a Wide Zone.
6. The pitch is then further split along its length into three thirds by two Lines of Scrimmage, each marking the point at which one of the teams will line up for the kick-off!

Finally, the board itself is split into a grid of squares; seven squares from each Line of Scrimmage to each End Zone and six squares between each Line of Scrimmage, making the pitch 20 squares long in total, and 11 squares wide; two squares in each Wide Zone, seven squares across the Centre Field.



DUGOUTS

As with normal Blood Bowl, each team in a Blood Bowl Sevens game has its own dugout, a safe haven at pitch side where reserves can warm up, where the injured can be tended to and where important game information is tracked. The dugouts used for Blood Bowl Sevens are almost identical to normal dugouts, as described in the *Blood Bowl* rulebook, except for one important difference; on a Blood Bowl Sevens dugout, the turn and team re-roll trackers only go up to six, rather than the usual eight. This is because there are only six turns per half in a Blood Bowl Sevens game.



1. The Reserves box.
2. The Knocked-out box.
3. The Casualty box.
4. Turn trackers.
5. Team re-roll trackers.
6. The Score tracker.

DRAFTING A BLOOD BOWL SEVENS TEAM

Blood Bowl Sevens teams are drafted just like other Blood Bowl teams, using the same team rosters. However, there are a few key differences to be aware of:

TEAM DRAFT BUDGET

The Team Draft Budget is the amount of gold pieces you have to spend on your rookie team:

- When drafting a Blood Bowl Sevens team for league play, you have a budget of 600,000 gold pieces to spend on players, Sideline Staff, team re-rolls and so forth.

HIRING PLAYERS

Players are the only compulsory element on any Blood Bowl Sevens team. Each team roster details all of the players available to a team of that type and their Hiring Fee. When drafting a team for Blood Bowl Sevens, you should select the players you want to permanently hire for your team, pay their hiring cost from your Team Draft Budget and make a record of the player on the Team Draft list.

NUMBER OF PLAYERS

The first and most important thing to be aware of when drafting a Blood Bowl team is the minimum and maximum number of players permitted:

- Every Blood Bowl Sevens team must contain a minimum of seven (7) permanently hired players when it is first drafted.
- No Blood Bowl Sevens team can ever contain more than eleven (11) permanently hired players.

JOURNEYMEN: As with any Blood Bowl team, during the course of a league season, the number of players a team can field may fall below seven due to injury and death. This is permitted and Blood Bowl Sevens teams may 'Recruit Journeymen' just like any other team. However, the quality of Journeymen available is likely to be lower than usual (such reserves are normally found in the local pub, after all):

- A Journeyman on a Blood Bowl Sevens team replaces the Loner (4+) trait with the Loner (5+) trait.

DESIGNER'S NOTE: CURRENCY CONVERSION

One important thing to remember about Blood Bowl Sevens is that it represents an amateur game. Neither the staff nor the players are professionals, and the sums of money thrown around aren't likely to be all that high!

With that in mind, we would suggest that, wherever possible, coaches use the term 'copper pieces' instead of 'gold pieces'. This has little to no bearing upon the game; a Human Lineman costs 50,000 'points', and how those points are named matters little. But for the purposes of Blood Bowl Sevens, referring to those points as 'copper pieces' rather than 'gold pieces' is far more characterful and, we have found, adds greatly to the fun!

PLAYER POSITIONS

There are distinctions to be made between the players within a team, separating them by their role within the game, from the humble Lineman to the more specialised roles performed by the 'positional' players.

LINEMEN: The backbone of any team:

- All teams will have a player type that they are permitted to take 0-12 or 0-16 of. Regardless of name (for many races call their Linemen by another name), this Player type is the team's 'Lineman' positional.

OTHER POSITIONS AND BIG GUYS: Unlike a normal team, a team drafted for Blood Bowl Sevens cannot simply recruit as many players of other types as the coach wishes. Blood Bowl Sevens teams represent amateur sides, so specialist players, such as Blitzers, Throwers and so forth, are quite uncommon:

- A Blood Bowl Sevens team may include a maximum of four (4) players that are not Linemen.
- A Blood Bowl Sevens team may not include more players of a certain type than are allowed by the team roster. For example, an Elven Union team is allowed 0-2 Blitzers, meaning a Blood Bowl Sevens Elven Union team may include zero, one or two Blitzers, but may not include three.

PURCHASING TEAM RE-ROLLS

Any team can purchase team re-rolls. These represent the time spent training and the team's ability to react in a split second to mistakes and turn them around. The cost reflects the time and effort different teams must invest to achieve the same broad level of training:

- Every team may purchase 0-6 team re-rolls when it is first drafted.
- Blood Bowl Sevens teams represent amateur sides. As such the time spent training and the quality of training leaves much to be desired. A Blood Bowl Sevens team must pay double for each team re-roll it wishes to purchase. For example, if a regular team is able to purchase team re-rolls for 60,000 gold pieces, a Blood Bowl Sevens team of the same type must pay 120,000 gold pieces.
- Unlike ordinary Blood Bowl teams, a Blood Bowl Sevens team cannot purchase additional team re-rolls at a later date. Ongoing team training isn't a strength of such amateur teams!

HIRING SIDELINE STAFF

Sideline Staff can be of as much if not more assistance to a Blood Bowl Sevens team as they can be to a regular Blood Bowl team. However, finding professional and competent staff can be a challenge for an amateur team!

0-3 ASSISTANT COACHES

Any Blood Bowl Sevens team can hire a number of assistant coaches:

- Every Blood Bowl Sevens team may hire assistant coaches when it is first drafted, for the cost of 20,000 gold pieces each, paid for from the Team Draft budget.
- Additional assistant coaches may be purchased at a later date for the cost of 20,000 gold pieces each.

0-6 CHEERLEADERS

All Blood Bowl Sevens teams can hire a number of cheerleaders:

- Every Blood Bowl Sevens team may hire cheerleaders when it is first drafted, for the cost of 20,000 gold pieces each, paid for from the Team Draft budget.
- Additional cheerleaders may be purchased at a later date for the cost of 20,000 gold pieces each.

0-1 APOTHECARY

Apothecaries work hard on the sidelines, patching up minor injuries and giving urgent care to more serious injuries before they can end a player's career:

- Not every Blood Bowl Sevens team can hire an apothecary. Whether a team can or cannot include an apothecary will be noted on the team roster.
- If a team can hire an apothecary, it may only ever have one on the roster.
- Teams that can hire an apothecary can do so when they are first drafted, or during the Hire and Fire step of the post-game sequence of any game for a cost of 80,000 gold pieces.

Teams able to hire an apothecary may induce a number of additional Wandering Apothecaries for a single game during a league in the Hire Inducements step of the pre-game sequence.

DEDICATED FANS

Just like a regular Blood Bowl team, every Blood Bowl Sevens team is supported by a strong following of Dedicated Fans. In truth, this probably represents the players' ever-loving mums, or perhaps unwilling partners and spouses dragged along to show support!

When a team is drafted, it will have a Dedicated Fans characteristic of 1 recorded on the Team Draft list. Over the course of a league season, this characteristic will increase and decrease, though it will never fall below 1.

Additionally, when a team is drafted it can improve its Dedicated Fans characteristic by 1, up to a maximum of 6, at a cost of 20,000 gold pieces per improvement. For example, a team may improve its Dedicated Fans characteristic from 1 to 3 at a cost of 40,000 gold pieces from its Team Draft budget.

PLAYING BLOOD BOWL SEVENS

Setting up and playing a game of Blood Bowl Sevens is just like setting up and playing a regular Blood Bowl game. Coaches should follow the normal sequences for the pre-game, the start of drive, the end of a drive and the post-game, as well as following all of the regular game rules, but with the following exceptions:

INDUCEMENTS

Blood Bowl Sevens teams can purchase Inducements during Step 4 of the pre-game sequence just like a regular Blood Bowl team, and are awarded Petty Cash in the same way. However, due to the amateur nature of the competition, the list of Inducements available is somewhat shorter and some costs are slightly different:

- 0-2 Agency Cheerleaders – 30,000 gold pieces
 - 0-1 Part-Time Assistant Coaches – 30,000 gold pieces
 - 0-2 Bloodweiser Kegs – 50,000 gold pieces each
 - 0-5 Desperate Measures Inducements – 50,000 gold pieces each
 - 0-5 Special Play Inducements – 100,000 gold pieces each
 - 0-8 Extra Team Training – 150,000 gold pieces each
 - 0-3 Bribes – 100,000 gold pieces each (50,000 gold pieces for teams with the 'Bribery and Corruption' special rule)
 - 0-2 Wandering Apothecaries – 100,000 gold pieces (not available to teams that cannot hire an apothecary)
 - 0-1 Mortuary Assistant – 100,000 gold pieces (only available to teams with the 'Sylvanian Spotlight' special rule)
 - 0-1 Plague Doctor – 100,000 gold pieces (only available to teams with the 'Favoured of Nurgle' special rule)
 - 0-1 Halfling Master Chef – 300,000 gold pieces (100,000 gold pieces for teams with the 'Halfling Thimble Cup' special rule)
 - Unlimited Mercenary Players – price varies (as described in the *Blood Bowl* rulebook)
- Or:
- 0-3 Mercenary Players – price varies (see page 41)

THE PRAYERS TO NUFFLE TABLE

In Blood Bowl Sevens, players do not gain SPPs, meaning some of the results on the Prayers to Nuffle table that give benefits in this regard are not suitable. Therefore, for Blood Bowl Sevens, coaches should use the following, shortened version of the Prayers to Nuffle table:

BLOOD BOWL SEVENS PRAYERS TO NUFFLE TABLE

D8 RESULT

- 1 **Treacherous Trapdoor:** Until the end of this half, every time any player enters a Trapdoor square, roll a D6. On a roll of 1, the trapdoor falls open. The player is immediately removed from play. Treat them exactly as if they had been pushed into the crowd.
- 2 **Friends with the Ref:** Until the end of the next drive, you may treat a roll of 5 or 6 on the Argue the Call table as a "Well, When You Put It Like That..." result and a roll of 2-4 as an "I Don't Care!" result.
- 3 **Stiletto:** Randomly select one player on your team that is available to play during the next drive and that does not have the Loner (X+) trait. Until the end of the next drive, that player gains the Stab trait.
- 4 **Iron Man:** Choose one player on your team that is available to play during the next drive and that does not have the Loner (X+) trait. Until the end of this game, that player improves their AV by 1, to a maximum of 11+.
- 5 **Knuckle Dusters:** Choose one player on your team that is available to play during the next drive and that does not have the Loner (X+) trait. Until the end of the next drive, that player gains the Mighty Blow (+1) skill.
- 6 **Bad Habits:** Randomly select D3 opposition players that are available to play during the next drive and that do not have the Loner (X+) trait. Until the end of the next drive, those players gain the Loner (2+) trait.
- 7 **Greasy Cleats:** Randomly select one opposition player that is available to play during the next drive. That player has had their boots tampered with. Until the end of the next drive, their MA is reduced by 1.
- 8 **Blessed Statue of Nuffle:** Choose one player on your team that is available to play during the next drive and that does not have the Loner (X+) trait. Until the end of this game, that player gains the Pro skill.

SET-UP

As with regular games of Blood Bowl, both coaches place all of their available players on the pitch. If there are more than seven players available, those not chosen to play the drive are placed in the Reserves box until the start of the next drive. A team may not set up more than seven players at the start of a drive.

The kicking team sets up first, followed by the receiving team, as follows:

- Both teams set up fully within the area between their own End Zone and their own Line of Scrimmage. Neither team may set up any players in the area between the two Lines of Scrimmage.
- Each team can set up a maximum of one player in each Wide Zone. In other words, each team can set up two players in Wide Zones, providing they are split equally with one player per Wide Zone.
- A team must set up a minimum of three players in squares within the Centre Field, directly adjacent to their Line of Scrimmage.

Note that should a team find itself reduced to only three players or fewer, it may concede without penalty before setting up, as described in the *Blood Bowl* rulebook. Should you wish to play on, the available players should be set up on the Line of Scrimmage, as described above.

THE KICK-OFF EVENT

As with the Prayers to Nuffle table, the Kick-off Event table used for Blood Bowl Sevens differs slightly from the standard Kick-off Event table:

BLOOD BOWL SEVENS KICK-OFF EVENT TABLE

2D6 RESULT

- 2 *Get the Ref:*** Each team gains a free Bribe Inducement. This Inducement must be used before the end of the game or it is lost.
- 3 *Time-out:*** If the kicking team's turn marker is on turn 4, 5 or 6 for the half, both coaches move their turn marker back one space. Otherwise, both coaches move their turn marker forward one space.
- 4 *Solid Defence:*** D3+1 Open players on the kicking team may be removed and set up again in different locations, following all of the usual set-up rules.
- 5 *High Kick:*** One Open player on the receiving team may be moved any number of squares, regardless of their MA, and placed in the same square the ball will land in.
- 6 *Cheering Fans:*** Both coaches roll a D6 and add the number of cheerleaders on their Team Draft list. The coach with the highest total may immediately roll once on the Prayers to Nuffle table. In the case of a tie, neither coach rolls on the Prayers to Nuffle table. Note that if you roll a result that is currently in effect, you must re-roll it. However, if you roll a result that has been rolled previously but has since expired, there is no need to re-roll it.
- 7 *Brilliant Coaching:*** Both coaches roll a D6 and add the number of assistant coaches on their Team Draft list. The coach with the highest total gains one extra team re-roll for the drive ahead. If this team re-roll is not used before the end of this drive, it is lost. In the case of a tie, neither coach gains an extra team re-roll.
- 8 *Changing Weather:*** Make a new roll on the Weather table and apply that result. If the weather conditions are 'Perfect Conditions' as a result of this roll, the ball will scatter before landing.
- 9 *Quick Snap:*** D3+1 Open players on the receiving team may immediately move one square in any direction.
- 10 *Blitz:*** D3+1 Open players on the kicking team may immediately activate to perform a Move action. One may perform a Blitz action and one may perform a Throw Team-mate action. If a player Falls Over or is Knocked Down, no further players can be activated and the Blitz ends immediately.
- 11 *Officious Ref:*** Both coaches roll a D6 and add their Fan Factor to the result. The coach that rolls the lowest randomly selects one of their players from among those on the pitch. In the case of a tie, both coaches randomly select a player. Roll a D6 for the selected player(s). On a roll of 2+, the player and the referee argue and come to blows. The player is Placed Prone and becomes Stunned. On a roll of 1 however, the player is immediately Sent-off.
- 12 *Pitch Invasion:*** Both coaches roll a D6 and add their Fan Factor to the result. The coach that rolls the lowest randomly selects D3 of their players from among those on the pitch. In the case of a tie, both coaches randomly select D3 of their players from among those on the pitch. All of the randomly selected players are Placed Prone and become Stunned.

THE INJURY TABLE

Rather than the standard Injury table, Blood Bowl Sevens uses the following Injury table. This is a simplified version of the standard table that is both quick and easy to use:

BLOOD BOWL SEVENS INJURY TABLE

2D6 RESULT

- 2-7 Stunned:** The player immediately becomes Stunned, and is laid face-down on the pitch.
- 8-9 KO'd:** The player is immediately removed from play and placed in the Knocked-out box of their team dugout. At the end of each drive, there is a chance any Knocked-out players will recover.
- 10 Badly Hurt:** The player misses the rest of this game, but suffers no long term effect.
- 11 Seriously Hurt:** The player misses the rest of this game, but will need more time to recuperate. In league play, the player is not available to play in the team's next game.
- 12 DEAD:** This player is far too dead to play Blood Bowl! Dead players are dismissed from the team during Step 1 of the post-game sequence.

STUNTY PLAYERS

Players with the Stunty trait are more prone to breaking when hit! If an Injury roll is ever made against a player with the Stunty trait during a Blood Bowl Sevens game, roll on this table instead:

BLOOD BOWL SEVENS STUNTY INJURY TABLE

2D6 RESULT

- 2-6 Stunned:** The player immediately becomes Stunned, and is laid face-down on the pitch.
- 7-8 KO'd:** The player is immediately removed from play and placed in the Knocked-out box of their team dugout. At the end of each drive, there is a chance any Knocked-out players will recover.
- 9-10 Badly Hurt:** The player misses the rest of this game, but suffers no long term effect.
- 11 Seriously Hurt:** The player misses the rest of this game, but will need more time to recuperate. In league play, the player is not available to play in the team's next game.
- 12 DEAD:** This player is far too dead to play Blood Bowl! Dead players are dismissed from the team during Step 1 of the post-game sequence.

APOTHECARIES

During a Blood Bowl Sevens game, a team may use an apothecary to 'patch-up' any player (including Journeymen and Mercenaries) that has been removed from play after being Knocked Out or after suffering a Badly Hurt, Seriously Hurt or DEAD result on the Injury table.

PATCHING-UP KNOCKED-OUT PLAYERS

An apothecary can be used immediately when a player becomes Knocked-out:

- If the player was on the pitch when they were Knocked-out, they are not removed from play. Instead, they remain on the pitch and become Stunned.
- If the player was Knocked-out as a result of being pushed back into the crowd or landing in the crowd, place them directly into the Reserves box rather than the Knocked-out box.

PATCHING-UP CASUALTIES

An apothecary can be used when a player suffers a Badly Hurt, Seriously Hurt or DEAD result on the Injury table.

Roll a D6:

- On a roll of 4+, the apothecary has been able to patch the player up and pump them full of painkillers. The player is removed from the Casualty box and placed in the Reserves box.
- On a roll of 1-3, the apothecary's vigorous efforts prove largely futile. The apothecary is unable to patch the player up – the original Injury table result stands.

0-5 DESPERATE MEASURES

50,000 GOLD PIECES, AVAILABLE TO ANY TEAM

Desperate Measures are a new type of Inducement unique to Blood Bowl Sevens. They represent not only the dirty tricks amateur teams are capable of, but the lengths to which a coach, the players, the fans, and even friends and family will go to in order to gain an advantage.

For every Desperate Measure Inducement purchased, roll a D8 on the table below, re-rolling duplicate results, and make a note of the result. Each result can be used once per game as described below:

DESPERATE MEASURES TABLE

D8	RESULT
1	You Dope: One of your players has been experimenting with performance-enhancing potions. You may play this Desperate Measure during Step 1 of the first Start of Drive sequence of the game. Choose one player on your team. This player has either their Strength or their Agility improved by 1 for the duration of this game. However, when a drive in which this player took part ends, even if this player was not on the pitch at the end of the drive, roll a D6 for this player: <ul style="list-style-type: none">• On a roll of 3+, the player feels amazing!• On a roll of 1 or 2, the player suffers a terrible allergic reaction and must miss the rest of the match.
2	Razzle-dazzle: One of your players has been practicing hard for the up-coming match. You may play this Desperate Measure when you activate a player. This player may perform two actions rather than the usual one.
3	Hangover: One player on the opposing team has been out celebrating the night before the match and turns up late. You may play this Desperate Measure before Step 1 of the first Start of Drive sequence of the game. Randomly select an opposing player. That player must miss the first drive of the game.
4	Grudge Match: Your team has a long-standing and violent rivalry with the opposition. You may use this Desperate Measure at the start of one of your team turns, before any player is activated. For the duration of this team turn, your team may commit any number of Fouls, rather than just one.
5	Set Piece: In preparation for the game, your team has been practicing some set piece plays. You may play this Desperate Measure when activating a player to perform a Pass action. The pass is automatically accurate and (unless the pass is intercepted) the ball is automatically caught.
6	Sports Espionage: You have hired a spy to steal your opponent's playbook in order to give your team the edge. You may play this Desperate Measure when your team suffers a Turnover. Using this Desperate Measure grants your team a free team re-roll.
7	Discarded Banana Skin: Someone has been snacking on an energy-boosting banana. You may play this Desperate Measure when an opposing player enters the Tackle Zone of one of your players. The opposing player immediately Falls Over.
8	Magic Scroll: A suspicious-looking man from a betting syndicate gives you a spell scroll prior to the game. You might be suspicious, but you'd be foolish not to read it aloud... wouldn't you? Your team gains a single Hireling Sports Wizard Inducement for free (see the <i>Blood Bowl</i> rulebook).

PLAYER ADVANCEMENT

In Blood Bowl Sevens league play, players do not earn Star Player Points for their achievements. Instead, after every game, one player on your team will automatically gain a new randomly selected Primary or Secondary skill. There are two ways in which to determine the player and the type of Skill:

1. During Step 3 of the post-game sequence, a single player of your choice that played during this game and that did not suffer an Injury table result of 12, DEAD gains a randomly selected Primary skill.

Or:

2. During Step 3 of the post-game sequence, a single randomly selected player that played during this game and that did not suffer an Injury table result of 12, DEAD gains a randomly selected Secondary skill.

Note that, due to the amateur nature of the game, and the somewhat hit-and-miss team training provided, any additional Skills gained by a Blood Bowl Sevens player are always randomly selected. The coach of a Blood Bowl Sevens team has to work with what they are given and, all too often, their players will waste everyone's time perfecting a truly mind-boggling and often completely futile set of skills and specialisms.

VALUE INCREASE

As players gain advancements, their value increases. To reflect this, whenever a player gains a new Skill, their Current Value must be increased on the Team Draft list by the amount shown on the table below:

CURRENT VALUE INCREASE TABLE

NEW SKILLS	FIRST NEW SKILL GAINED	EACH NEW SKILL GAINED AFTER THE FIRST
Randomly selected	+10,000 gp	+20,000 gp
Primary skill		
Randomly selected	+20,000 gp	+30,000 gp
Secondary skill		

THE DRAFT

As players become more experienced, there is a chance they will be noticed by a professional team and be offered a chance to break into the big leagues. When this happens, there is little a coach can do as their best player is poached on the vague promise of a huge salary, all the beer they can drink and fame undreamed of. It is little wonder that not many players refuse such an offer.

During Step 1 of the post-game sequence, whilst deleting any DEAD players from your Team Draft list, roll a D6 for every player on your team that has gained one or more additional Skills:

- If the roll is higher than the number of additional Skills the player has gained, you have been lucky; no one else is interested in hiring them and they remain with your team.
- If the roll is equal to or lower than the number of additional Skills the player has gained, they have been lucky; the player receives an offer from a professional team and immediately quits to pursue their dreams.